SCENARIO BOOK

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Welcome to Frosthaven

With your head down, you march. One foot, then the other. You try to block out the pain: the throbbing in your toes, the numbness in your face. Just keep the rhythm, you think—one, two—but the wind isn't so easily ignored. It claws at you, whipping up ice and snow like tiny hooks, making every breath difficult. Your skin is thick, you always prided yourself on that, but nothing is thick enough for this. You are walking through the Frozen Wastes, a place far to the north where only the hard and the lost dare to travel. Of course, that's probably why they hired you.

It's been ten days of plowing through snow drifts as high as your waist, and there's still no sign of the town. You're mercenaries hired as part of a support team, the first group of the season sent to check on humankind's most distant outpost—Frosthaven. It's a place forgotten by most of the world: a tiny settlement carved out of the frozen wilderness that, for half the year, is wholly cut off from the empire, isolated by towering, unbreachable drifts. But as of last week, just enough snow has melted off the Imperial Pass for a team to get through. They were hiring, and your coin purses were empty. So then, here you are.

No one really knows what awaits you in Frosthaven. Your snow-muddled mind struggles to imagine what sort of people could survive through the winter in a place like this. But whoever's there, you hope at the very least they've left a fire going.

Rewards

New Scenarios:
Howling in the Snow 0
A Town in Flames 1

0 · N6 Howling in the Snow

Designer: Zachary Cohn; Writer: Isaac Childres

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 2.2.

Introduction

You were warned the journey would not be easy. That the weather would sap your strength and beat you into submission. That terrible creatures lurked in the mountains, waiting to fall upon unsuspecting travelers in a bloody frenzy. You wouldn't have expected, however, that the most mundane of threats may end up being the most dangerous.

Wolves.

The howling started last night – signals to the pack that prey was near. And now they have gathered, stalking you as you move through the mountains, looking for weaknesses.

This is no time to be passive. You know it's only a matter of time before they strike, going after the slowest, oldest members of your caravan. If you want everyone to survive, you'll need to show these animals that you are not to be messed with. That you are not prey.

Special Rules

Characters cannot complete masteries in this scenario.

Do not set up the Hound monster ability deck. Instead, each round on initiative 26, all Hounds perform 2; 2.

Each character reduces their hand until it contains only the following cards:

Drifter: *Unbreakable, Crushing Weight, Vile Assault, Deadly Shot, Violent Inheritance, Precision Aim, Bloodletting, Sustained Momentum*

Boneshaper: *Eternal Torment, Transfer of Essence, Command the Wretched, Flow of the Black River, Decaying Will, Fell Remedy, Malicious Conversion, Life in Death, Returned Servant*

Deathwalker: *Shadow Step, Fluid Night, Strength of the Abyss, Call of Doom, Call to the Abyss, Black Barrage, Eclipse, Dark Fog*

Banner Spear: *At All Costs, Tip of the Spear, Unbreakable Wall, Combined Effort, Javelin, Deflecting Maneuver, Regroup*

Blinkblade: *Blurry Jab, Twin Strike, Sap Speed, Power Leak, Drive Recharge, Hit and Run, Temporal Displacement*

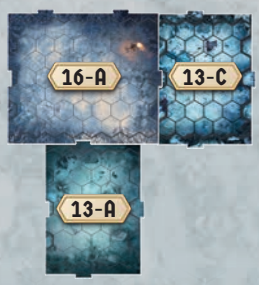
Geminate: *Icebound Quills, Draining Pincers, Hornet Stingers, Changling's Boon, Drag Down, Selfless Offering, Into My Embrace, Firefly Swarm, Mind Spike, Harvest the Essence*

Section Links

For a more in-depth guide on how to play each class, read 197.1.

When door 1 is opened, read 2.1.

Map Layout



Scenario Key

Loot

x8
x2
x2
x2

1 · FR ■ A Town in Flames

Frosthaven

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 9.1.

Introduction

The sounds greet you first: muffled metallic pangs, a voice howling. It's difficult to make anything out with the wind rushing past your ears, but you'd know that tune anywhere: there's a fight up ahead.

But a fight means people, and if there are people, then the town must be close. You hear more: a scream; the crash of steel against stone; a deep, earthy growl.

You're running now. Your legs are wasted from the hike, your shoulders ache from your gear, but the sounds are close now and up ahead you see gauzy orange light blooming in the air. With one last push, you round the final bend in the trail and you see it—Frosthaven—engulfed in flame.

Great petals of fire burst from windows and crawl over roofs. People stream from the town's ruined gate, their faces bent in panic. A moment later, you see the object of their terror: a massive creature with two legs and two hulking arms covered entirely in thick white fur, three gnarled horns crowning its head.

"Algox raiders! We're doomed!" cries an elderly porter beside you. "They're stronger than anything else alive. We've come all this way for nothing!" As if to prove the point, the Algox you've been watching catches a fleeing outposter with one hand and hurls him backward as if he weighed nothing.

Ten days you've been hiking. Ten days and this is what you find. You breathe out a thick plume of foggy air and hoist your weapon high. Time to get to work.

Special Rules

All City Guards are allies to you and enemies to all other monster types. City Guards do not perform turns but instead gain an additional innate 1 (for a total of 2 at level 1) and 2, and have an initiative of 50 for the purpose of focusing.

Section Links

When door 1 is opened, read 5.3.

Map Layout

Scenario Key

- Algox Archer
- Algox Guard
- Algox Priest
- City Guard
- Snow Door 1
- Large Snow Corridor 4
- Snow Corridor 3
- Log 1
- Rubble 6
- Debris 2
- Large Debris 2

Loot

- x6
- x5
- x3
- x3
- x1
- x2

2 · K8 Algox Scouting

●○○ Copperneck Mountains

Scenario Goals

The scenario is complete when all enemies in it are dead and ice sheet (a) has been destroyed. At the end of that round, read 77.3.

Introduction

"They'll be tired from the raid, so this is your moment." Satha had explained, pointing you toward the foothills of the Copperneck Mountains where her scout tracked the Algox attackers. "I doubt you'll be able to fight them all on your own, but maybe you can find another way to subdue them if you get close. On the other hand, they'll be worn out after this little battle, so feel free to test your luck. Just remember, even a tired Algox is strong enough to rip someone in two."

You head to the area indicated by the scout, following the Algox's trail toward a wicked-looking mountain. As you draw nearer you see that the trail splits: the main force returned to the near side of the mountain, but a smaller group peeled off to hike around to the eastern face.
The scout told you he suspected there was a back door to the Algox settlement, and you follow the smaller group's trail hoping he was right.

The path narrows as you approach the steep eastern face, winding up to an overlook high above. Peering upward, you make out the faintest glimmer of light, but then a shape blots it out. A body, large and white, tumbles over the rocky ledge like a boulder, slamming against the jutting rocks. A dead Algox brawler, just like the ones who attacked Frosthaven, lies at your feet. Judging by its injuries, the rocks weren't its only problem—there's a fight up above. You scramble toward the top, hoping to make it before the battle is through. When you're halfway up, another furry shape appears over the ledge.

"More intruders," she scoffs. "You will never open the Skyhall. This place belongs to the Ice!" Your shock at the fact that an Algox just spoke your tongue is quelled as the speaker lifts a huge boulder and hurls it down at you. Time to move.

Section Links

When door (1) is opened, read 27.1.

Map Layout

Scenario Key

- Algox Archer
- Algox Guard
- Algox Priest
- Algox Scout
- Snow Door 2
- Snow Rock 4
- Large Ice 1
- Treasure 1

Loot

- x4
- x4
- x4
- x4
- x2
- x1
- x1

3 · L7 Algox Offensive

Copperneck Mountains

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 8.3.

Introduction

"They'll be tired from the raid, so this is your moment." Satha had explained, pointing you toward the foothills of the Copperneck Mountains where her scout tracked the Algox attackers. "I doubt you'll be able to fight them all on your own, but maybe you can find another way to subdue them if you get close. On the other hand, they'll be worn out after this little battle, so feel free to test your luck. Just remember, even a tired Algox is strong enough to rip someone in two."

After hours of tracking, you find yourself before a cave, a wide black stain on an otherwise pristine mountainside, a crowd of Algox moving around in front of it. Getting a bit closer, you realize there are two different groups of Algox gathered at the cave mouth, and they seem to be fighting.

The defenders look like the Algox who attacked Frosthaven: huge figures with fur-covered muscle and vicious strength. They're throwing punches that could flatten a longhouse (you've seen it happen), but you can tell their strength is flagging against their assailants.

The attackers, on the other hand, wear leather robes and move their clawed hands in intricate patterns. Covered in the same white fur as the defenders, they stand their ground outside the cave, guarded by wild beasts as they hurl magical storms of snow.

You creep in close and the battle begins to shift. A flank has thinned out on one side and you can see a path into the cave ahead. It won't be easy to break through the fighting, but if you want to see what the defenders are guarding without getting your hands dirty, this is the best chance you're going to get.

Special Rules

All Algox Priests and Hounds are allies to each other and enemies to all other figures. Likewise, all Algox Guards and Algox Archers are allies to each other and enemies to all other figures. Use the A attack modifier deck for the Algox Priests and Hounds, though they are still considered enemies to you.

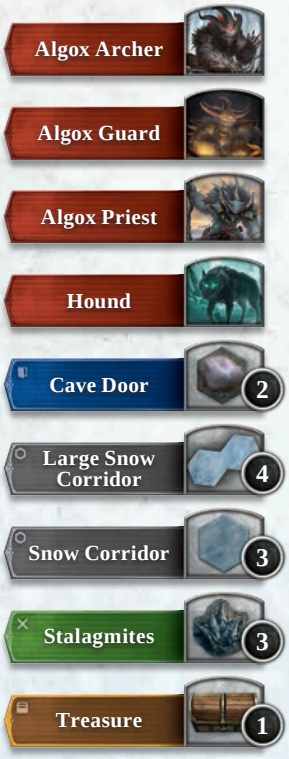
If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read 30.2.

Map Layout

Scenario Key



Loot

x4
x4
x4
x4
x2
x1
x1

4 · M8 Heart of Ice

●●○ Copperneck Mountains

Scenario Goals

The scenario is complete when only one boss is dead and characters and character summons have collectively dealt damage to that boss equal to at least half its maximum hit point value (rounded up). At the end of that round, if the Snowdancer is dead, read 15.2; if the Frozen Fist is dead, read 22.1.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

If Algox Offensive 3 is complete, read Introduction A and use the starting map below. If Algox Scouting 2 is complete, read Introduction B and use the starting map on the next page.

Introduction A

The battle is near. Sounds of it echo off the tunnel's icy walls: metal crashing against stone, thunder ripping the air, the chest-shaking howls of Algox. Your breath is heavy as you follow your guide. Closer. Closer. And then you arrive.

The central chamber opens like a cavernous maw, ice and blood and bodies writhing in battle. In the center of the room hangs an enormous shard of pearlescent ice, and for a moment, you simply stare at it. The shard rotates slowly in the air, held aloft by some otherworldly means. Clearly, a great power does reign here.

But the middle of battle is no time to stand around. The Algox around you are locked in bitter combat, spells shooting out with terrible quickness and heavy fists swinging.

Your Algox companion shakes off his injuries and steps forward. From the cheers that rise from the combatants when he enters the room, you gather he must be some sort of leader to the Icespeakers. He concentrates and a thick whorl of ice collects on his fists, solidifying into jagged, brutal-looking gauntlets. His weapons ready, the chieftain tilts his head up and releases a howl so loud and terrible that it cools the blood in your veins.

Another terrifying howl tears through the air in response, and from the other side of the chamber a blistering bolt of blue energy shoots out and crashes against the wall next to you. It's the Snowspeaker chieftain, standing almost a head taller than even your enormous companion, and she's wielding the snow itself as a weapon.

The two chiefs charge and crash near the center of the room, blasting open a gap in the battle. Both are clearly more skilled than the other fighters, and each moves with a surety gained from authority. Thunder cracks around the Snowspeaker, and the Icespeaker bludgeons the air and ground with brutal strikes.

But then the sea of Algox condenses back around you, all of them looking angry and suspicious. If you want to get to the main, fight, you'll have to fight your way through these combatants first.

Special Rules

Do not set up or connect tile 11-B.

Door 1 is locked and will unlock when all revealed enemies are dead.

All Algox Scouts are allies to each other and enemies to all other figures. Likewise, all Algox Guards are allies to each other and enemies to all other figures. Use the A attack modifier deck for the Algox Scouts, though they are still considered enemies to you.

Instead of using standees for the bosses, use the miniatures in tuck boxes (Frozen Fist) and (Snowdancer).

Section Links

When door 1 is opened, read 75.1.

Map Layout

– Continued on next page.

Introduction B

The battle is near. Sounds of it echo off the tunnel's icy walls: metal crashing against stone, thunder ripping the air, the chest-shaking howls of Algox. Your breath is heavy as you follow your guide. Closer. Closer. And then you arrive.

But the middle of battle is no time to stand around. The Algox around you are locked in bitter combat, spells shooting out with terrible quickness and heavy fists swinging. Immediately before you stands a final cluster of guards. Their faces twist in fury at the sight of your party, realizing from which direction you've just come.

"Doomed whelps," they shout, "we will destroy you for this intrusion!"

Special Rules

Do not set up or connect tile 16-B.

Door 1 is locked and will unlock when all revealed enemies are dead.

Instead of using standees for the bosses, use the miniatures in tuck boxes (Frozen Fist) and ❄ (Snowdancer).

Section Links

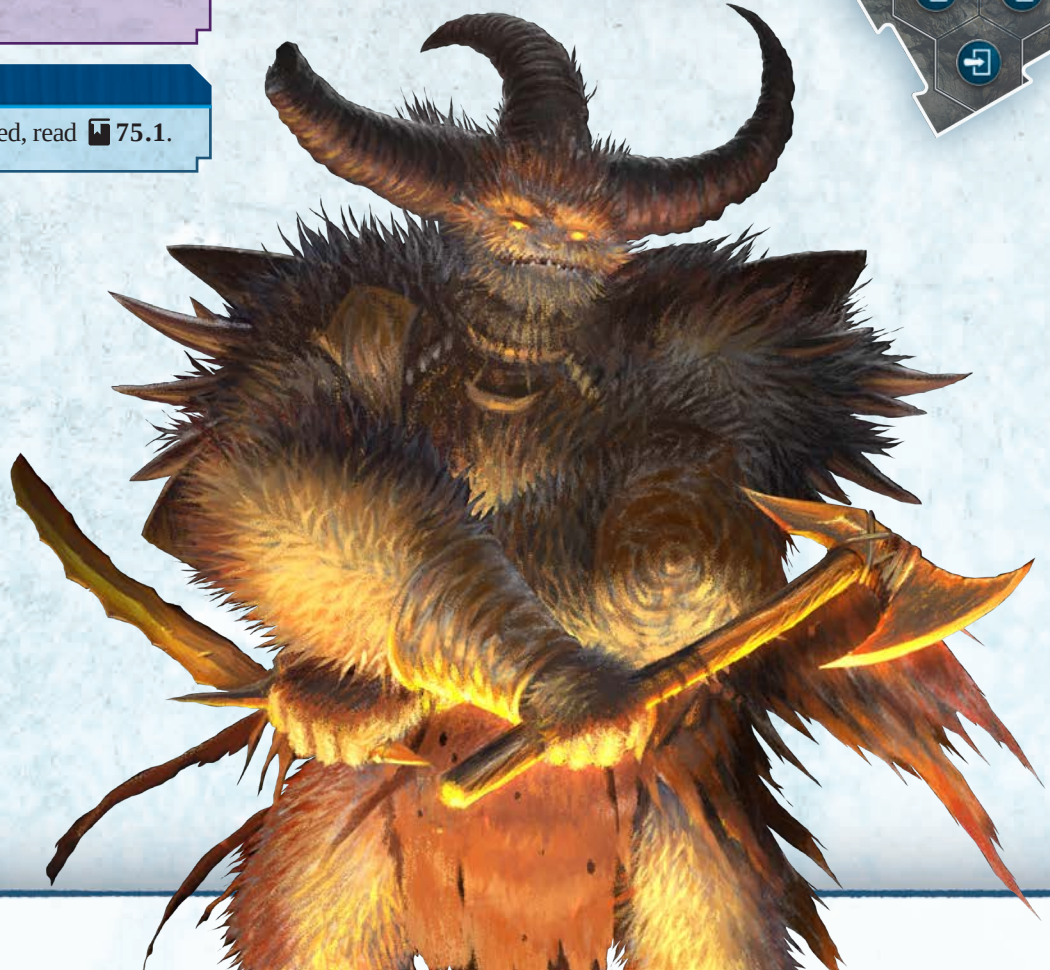
When door 1 is opened, read 75.1.

Scenario Key

- Frozen Fist
- Snowdancer
- Algox Archer
- Algox Guard
- Algox Scout
- Cave Door 1
- Ice Pillar 3
- Large Ice Crystal 1
- Treasure 1

Loot

- x6
- x3
- x5
- x2
- x1
- x2
- x1



5 · I6 Frozen Crypt

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **38.1**.

Scenario Effects

Each character suffers 2.

Introduction

The Whitefire Wood stands against the frozen waste like gray unflinching ramparts. The trees have grown tall and wide, bunched densely together to create a defensive line closer-knit than a phalanx of Valrath infantry. But this is where the Snowspeaker sent you, so there must be a way in.

The entrance, which you find only after an hour's search, sits like a gate in the wood. Two enormous trees guard either side of a snow-packed trail, and just past the opening is a figure covered in white fur, hunched over, eyes looking back—an Algox. You lock eyes long enough to take half a breath, and then, he turns and runs deeper in.

You give chase. The path is trod snow and rock—a road used often, which is just as well. You barrel down it, trees whipping past your periphery, your muscles recharged by the sight of your quarry. However, just as you're certain you've got the Algox cornered, you turn a corner and find the huge Algox waiting for you. It's hunched in the middle of the trail, facing you, but its fists are planted firmly in the snow, a smug grin cutting its face. Not good.

You charge forward, ready to leap, but before you can take two steps, the ground shakes violently. Large fissures erupt in the earth. The trees buck. And like summer-thinned ice, the ground beneath you breaks away.

Thankfully the fall is short, and you land without serious injury. You cough as the dust settles, and find yourself in an open pit deep enough for four Algox to stand on each others' shoulders and not reach the top. Dirt walls rise up on every side, soft loamy soil that will make the climb back up difficult. As you stand there looking up at the white sky, a noise creeps into your ears. It's a thin, wispy howl, like the wind coming through the walls of a poorly-built house.

You turn and ethereal shapes emerge from the dark, cast in a blue whirling haze. They hover above the floor, their forms shaking in the gloom, and wherever they move a layer of frost grows thickly across the floor.

They are coming closer now, and the air is getting cold.

Section Links

When door 1 is opened, read **7.2**.

Map Layout

Scenario Key

Loot

x6
x4
x3
x1
x2
x2

6 · L8 Avalanche

Copperneck Mountains

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **65.1**.

Scenario Effects

Each character gains ❄.

Introduction

You stand at the end of an Algox tunnel. Behind you stretches a winding maze of ice and rock, a long series of passages painstakingly carved through the interior of Snowscorn Mountain. Before you, a narrow trail hangs over a cliff face, leading perilously up toward the mountain's peak. A blistering storm of snow and wind howls past the mouth of the tunnel like a demon chorus.

"Follow the trail beyond the tunnel," the Icespeaker chief had told you, "Then curve around to the highest peak. There you will find the Snowspeaking wretches. Destroy them, or Snowscorn is lost." You had nodded your understanding, but you now realize that scaling a mountain is much easier for the Algox. As it is, you're barely equipped to avoid hypothermia, much less hike over slippery rock through a blizzard. But there's no way around it: Frosthaven's safety hangs in the balance.

It takes several hours of grueling hiking, but eventually the peak emerges. Its rare streaks of gray stone are half-hidden by a blustery cloak of soft, blown powder. You shield your eyes and squint into the whiteness, but it seems that, bizarrely, the peak is growing—its whiteness bulges outward, undulating, swallowing the exposed gray stone. It's getting closer, like a wave—a wave of snow. Like an avalanche.

You turn and run, and the air shakes. Legs pump, arms flail. You move, but it's not enough. Your legs are too slow and the path too steep. You turn to see how much time is left, and a blur of whiteness envelops you. The mountain roars, and you are consumed by the noise.

When the avalanche stops, you blink in darkness. You've been entombed in snow, and already the air is drawing thin. You need to find a way out, and you need to find it fast.

Special Rules

Each snowdrift and snow rock in the scenario has L+C hit points. They are enemies to you and allies to all monsters. At the end of each round, each character adjacent to at least one snowdrift or snow rock suffers hazardous terrain damage.

If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read **12.2**.

Map Layout

Scenario Key

Loot

x9
x4
x1
x1
x2
x1
x2

7 · K3 Edge of the World

Scenario Goals

The scenario is complete when the Coral Corpse is dead. At the end of that round, read 3.3.

Scenario Effects

Each character adds one -1 card to their attack modifier deck.

Introduction

Following up on Satha's "crab problem," you find yourself standing at the edge of the Biting Sea, an ice-choked gauntlet whose frigid waters have granted a swift death to many an overconfident mariner. You hike west, hugging the coast while hunting for signs of the enormous crustaceans. Frosthaven is visible in the southern distance, little more than a vague outline. Seeing it, you feel isolated, like someone looking back from the very edge of the world.

Another half hour of diligent tracking later, you happen upon your first clue: a pattern of pockmarks have been hammered into the ground near the foot of a hill, indents in the snow and dirt where the creatures have scuttled by. You follow the trail to a cave on the western side of the cliff, where you find a clutch of giant crablike figures chittering restlessly.

They're as large as you've heard from stories: tall, hard-shelled beings with long, craggy limbs, and as soon as you appear, they rise to their full height, some of them larger than an Algox. They shriek and move quickly toward you, their pincers snapping.

Section Links

When door 1 is opened, read 42.1

Map Layout

Scenario Key

- Frozen Corpse
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Soldier
- Cave Door 2
- Large Snow Corridor 1
- and Trap 5
- Ice Pillar 3
- Treasure 1

Loot

- x6
- x3
- x3
- x3
- x1
- x2

8 · G8 Crystal Trench

Crystal Fields

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **54.4**.

Scenario Effects

Each character adds one -1 card to their attack modifier deck.

Introduction

You travel east from Frosthaven, passing over the frozen wastes and into the Whitefire Wood, hoping to sort out the mystery of the wandering mechanical beings reported by Satha's scouts. You've heard of such contraptions before, but no one in the north seems capable of building such things. There's no place for delicate machinery up here, not where the air peels your heat away and frost can lock your weapon tight in its scabbard. Surely, the scouts must have been mistaken.

But machines aside, there are other sorts of creatures that do thrive in this climate, and one of them just dashed across your trail—wild hounds. You've been so occupied by your thoughts that you didn't notice them until just now, and there's movement all around you. An entire pack is stalking you, and now they're closing in like a vice. Your position is terrible. It's too narrow in this forest for a close fight, and there is hardly enough light to see by. You need to get out of here, so you run.

The trail is thick with roots and stones and fallen trees. Still, you run, and the wolves give chase, much more adept at moving through these woods than your group. Their shadows flicker between the thick brush, and their snarls are close.

Suddenly, there's daylight. You break out of the forest and into the open, the trees giving way to ice and snow. However, this escape wasn't quite what you'd hoped for. On either side of you stand great walls of ice and rock, and behind you, the pack of beasts. It's an alley—a perfect place to funnel prey—and you just ran right into it.

Special Rules

Characters cannot escape until all Polar Bears in the scenario are dead.

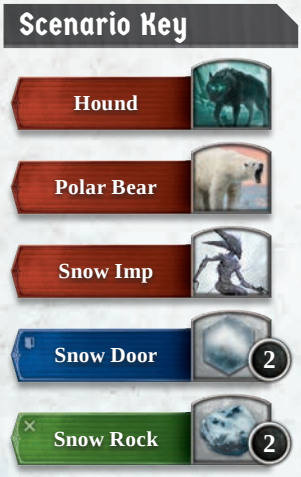
If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read **21.1**.

Map Layout

Scenario Key



Loot

x6
x5
x5
x1
x1
x1

9 · J6 Glowing Catacombs

Scenario Goals

The scenario is complete when all enemies in it are dead and both switches (a) have been activated. At the end of that round, read 93.4.

Introduction

It's always strange, traveling deep underground, but it's made even stranger by the musty smell of undead that clings to you like grease smoke. You try to ignore it, to put the stench out of your mind, but it only seems to grow as you move deeper into the catacombs. Along with the stench, the eerie green light has grown in intensity as well. It gleams down every hall now, and you find yourself relaxing in its glow. You shake your head and try to clear the thought, knowing full well this is not the place to let your guard down, but still, the insidious soothing feeling persists.

The catacomb tunnels grow deeper. The floor and walls turn to uneven stone and the air becomes stale, the long years having petrified it into a thick fume.

You stop. Something moved just ahead. You raise a torch and see flickers of shadow shift in the passage. A body, large and wispy black, detaches from the wall and moves to block the path forward. It is made of shadow and corroded black armor, its face guarded by a jagged helm, and it has seen you. It rises slowly, its eyes burning with palpable menace, and releases a deep, hateful groan.

Section Links

When door (1) is opened, read 78.2.

Map Layout

Scenario Key

Loot

x8
x5
x3
x1
x2
x1

10 · F6

Crystal Enclosure

Crystal Fields

Scenario Goals

The scenario is complete when all monsters in it are dead. At the end of that round, read **42.4**.

Scenario Effects

Each character discards one card.

Introduction

With a sturdy sled now under foot, and a team of dogs at the fore, you cut through the tundra with ease. You watch the distance for signs of your target—the Icespeakers expelled from Snowscorn—as you go, squinting through the wind. For a long time, there is nothing. Small eddies kick up here and there, whorls of white crystalline powder that rise and drift about in the wind, like flickering white shadows. It's not until after several hours of steady travel that a new sight appears. Crystal spikes, hundreds of them, materialize on the horizon like a field of icy quills shot up from the snow, and even from a distance, you can tell they are huge. Many stand as tall as a full-grown pine tree, but they are far from natural. A number of Algox gather around them, their hulking bodies unmistakable in this place, and you watch as the group performs a bizarre ceremony. Ten of them encircle a large empty spot in the snow, and raise their open palms to the air. They pray, though you cannot hear the words, and then, after a moment, a brand new spike suddenly shoots from ground before them, an immense crystalline pillar conjured from the earth in an instant.

Unfortunately, there's no way to be stealthy on a sled. As you draw closer, you're met by a line of tall, well-prepared Icespeaker guards.

"Intruders!" One of them shouts, "Protect the conduits!"

They arrange themselves between you and the crystalline spikes. The Icespeakers seem to draw energy from the "conduits," as they call them, increasing the defenders' strength and ferocity. You came prepared to fight Algox, but you didn't expect them to have magical backup. You realize you could try destroying those conduits; it would be tough, but it might remove your enemies' advantage. Whatever you do, you have to do it soon, before the tide of this battle turns against you.

Special Rules

Each ice pillar has (2+L)xC/2 hit points (rounded down). They are enemies to you and allies to all monsters. Each monster in the scenario gains X, where X is the number of ice pillars within 4 of it.

All doors 1 are locked and will unlock when all revealed monsters are dead.

Section Links

When any door 1 is opened, read **65.3**.

Scenario Key

- Algox Guard
- Algox Priest
- Algox Icespeaker
- Snow Door 3
- Ice Pillar 5
- Treasure 1

Loot

- x8
- x4
- x3
- x2
- x2
- x1

Map Layout

11 · M6 Snowscorn Peak

Copperneck Mountains

Scenario Goals

The scenario is complete when the Algox Stormcaller is dead. At the end of that round, read **47.2**.

Scenario Effects

Each character discards one card.

Introduction

The wind never stops. It buffets you, a constant presence stealing your heat and fogging your mind, reducing your hands to frozen claws. But you cannot stop either. You carve a route toward the peak one piton at a time, hoping to reach the Snowspeakers hiding there before they cause any permanent damage.

Your limbs burning in protest, you jam your hands and feet over and over into jagged crevices. Just when you think you might have to give up, you reach for one final grip and feel snow instead—the summit.

Pulling yourselves over the ledge, you discover an island hidden in the stratosphere: a secret frozen plateau. The mountaintop rises steeply to a peak, and only a short distance away stands your welcoming party. It consists of one ancient, steel-eyed Algox and two detachments of demons, their teeth bared in the frigid wind.

“Our preparations are nearly complete, interlopers,” the elder Algox says, an indulgent smile crisscrossing her face. “This mountain will fall, and when it does, the dirt-worshiping cult of Icespeakers will be crushed.”

The elder raises her hands and a great vortex of snow swirls around her. The rock beneath you begins to shake. The air hums with menace.

“I will use this mountain’s own energy against it! Death comes—”

You let loose a cry and rush in. The time for speeches is over.

Boss Special 1

The Algox Stormcaller performs:
-1, C, 5, 2
Then it summons one Wind Demon. It is normal for two or three characters, or elite for four characters.

Boss Special 2

The Algox Stormcaller creates one 1-hex hazardous terrain tile in the empty hex closest to the closest enemy. Then all enemies occupying or adjacent to at least one hex with a hazardous terrain tile suffer hazardous terrain damage. Then it summons one Frost Demon. It is normal for two characters, or elite for three or four characters.

Map Layout

Scenario Key

- Algox Stormcaller
- Frost Demon
- Wind Demon
- Large Snow Corridor 2
- Ice Spikes 10
- Large Ice Crystal 1
- Snow Rock 4
- Large Snow Rock 2
- Treasure 1

Loot

x6
x4
x3
x3
x2
x1
x1

12 · K8 Temple Entrance

Copperneck Mountains

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 23.2.

Introduction

Approaching the ruins on the mountain slope, you discover a copse of carved stone—vestiges of some forgotten past. A number of broken, time-battered pillars stand on the mountain slope, and following them, you arrive at a pair of large stone doors. On them, you make out an expansive mural, still quite clear despite however many years it's been buried. It depicts a history. First a village, small and wooded; then, a vast city with tall buildings and wide roads; and last, there is only flame and ruin. Above these three depictions there is another set of carvings: that of man aging in reverse. First, an old man above the town as it's being built, then an adult as the settlement flourishes, then finally a baby, cooing on its back above the flaming ruins.

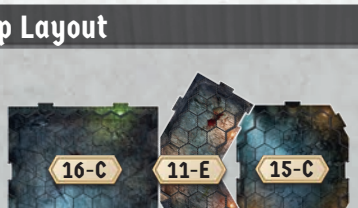
Your curiosity is too much to resist. You push on the doors, and, with grinding stone and cracking rust, they give in. It's clear that this place, though well preserved under the snow and rock, is still ancient enough to have felt the passage of time. Corroded columns and scraps of metal litter the floor like an ancient junk pile. But sometimes treasure can lie hidden in unlikely places.

You get as far as the steps, far enough for the coldness of this ruin to seep into your skin, and then the ground stirs. Those scraps of metal you took for junk lurch upward, filled suddenly with life, and a slew of dented iron barrels turn toward you—ancient automatons. They don't seem like much of a threat, these ruined things, but there are a lot of them, and there's no knowing how deep this passage goes.

Section Links

When door 1 is opened, read 34.1.

Map Layout



Scenario Key

- Ancient Artillery
- Large Dungeon Corridor 2
- Barricade 6
- Night Demon
- Trap 6
- Debris 4
- Steel Automaton
- Rubble 3
- Treasure 1
- Dungeon Door 1

Loot

- x8
- x4
- x4
- x1
- x2
- x1

13 · 02 Frozen Fjord

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **96.1**.

Introduction

Not wishing to brave the harsh, unforgiving waters of the sea, you opt to hike along the coast instead. You trace it for several long hours, eventually arriving at a series of immense fissures that cut deep through the ice cliffs—fjords, blocking the way forward. Looking over the side, you can see the sea thrashing far, far below.

Staring into the distance, you spot a line of white jutting across the gap—a bridge. You head for it and discover a series of glittering limbs branching over the fjords. At first they look to be made of ice: long, pale shapes that arch over the fissures and connect on the other side, but as you move closer, you realize they are made of bone—the ribs of a gargantuan creature that fell here long ago.

The sea writhes below as you cross—huge, ice-clogged waves crashing against the cliffs. You spare only a glance, but the sheer distance of the fall makes your knees rubbery. When you look back up, you realize that you are not alone on this bridge.

Several dozen feet ahead, at the apex of the rib, stands a tall man covered in a cloud of black, thrashing wings.

"You have left your safety far behind, mortal," he says, not with a human voice, but with the collective shrieks and caws of his many birds. "This place is not meant for your kind."

There is no time to digest the warning. In a flash, the cloud of raptors fly at you, spanning the distance and snatching at you with razor talons. You manage to keep your footing, but a few of the birds have landed on the bridge ahead and are pecking at it feverishly. Their beaks are hard, and surprisingly large chunks of ice and bone break off and fall into the ocean below.

"Turn back," they shriek. "Turn back, or your corpses will be carrion for my brood."

Special Rules

No more than half the characters (rounded up) can start the scenario in the same room.

The scenario itself has (2+L)x2xC hit points. Track these next to the map. All monsters find focus and move as normal, but whenever any monster does not have a primary target for one of their attack abilities, it instead attacks the scenario (once per attack ability). If the scenario's hit point value ever reaches 0, the scenario is lost.

Section Links

The first time either door 1 is opened, read **44.1**.
When door 2 is opened, read **38.2**.
When door 3 is opened, read **12.6**.

Map Layout

Scenario Key

Loot

- x7
- x5
- x3
- x2
- x1
- x1
- x1

14 · L2 Jagged Shoals

Biting Sea

Scenario Goals

The scenario is complete when seven damage tokens are on snow rock (a). At the end of that round, read **4.1**.

Introduction

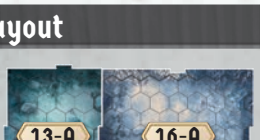
Out on the water, the shard's pull is stronger than ever. You let your mind ease and allow the shard to guide the way, steering your small crew farther and farther out to sea. It isn't until just before sundown that you spot your destination: a sparse group of rocky crags jutting out of the surf. The shard hums in excitement—you're close.

The deck lurches as salt sprays over the deck, but the hull is sturdy and handles the chop with ease. You anchor near the smallest of the rocks and then disembark to wade toward where the shard directs. Suddenly a shape dashes in your peripheral vision—something coming from the water.

Fish creatures, squat things with four legs and vicious teeth, crawl from the ocean with hunger in their eyes. But your attention is drawn elsewhere as the shard draws you forward. Its pull is incredible.

You run, leaping over crags until you find a small flooded hole surrounded by jagged stones. Peering into the murky water, you can feel, rather than see, that another shard of coral is stuck deep within. It will take some time to pry out… longer than you have. The amphibious predators have caught up, and now they close in, teeth bared.

Map Layout



Special Rules

At the end of the round, if there is at least one character adjacent to snow rock (a), place one damage token on it.

At the start of each listed round, spawn the following monsters at each listed location based on character count:

Round	Two Characters	Three Characters	Four Characters
Odd	(b): One normal Piranha Pig (c): Two normal Lightning Eels	(b): One elite Piranha Pig (c): Two normal Lightning Eels	(b): One elite Piranha Pig (c): Two elite Lightning Eels
Even	(d): One normal Piranha Pig (e): Two normal Lightning Eels	(d): One normal Piranha Pig (e): Two elite Lightning Eels	(d): One elite Piranha Pig (e): Two elite Lightning Eels

Scenario Key

- Abael Herder
- Lightning Eel
- Piranha pig
- Large Snow Corridor 2
- Snow Corridor 2
- Huge Water 2
- Large Water 4
- Water 10
- Large Snow Rock 4
- Snow Rock 2
- Treasure 1

Loot

- x7
- x4
- x2
- x5
- x2

15 · D7 Ancient Spire

Crystal Fields

Scenario Goals

The scenario is complete when the Chaos Lieutenant is dead. At the end of that round, read **70.3**.

Introduction

The iron spire towers over the barren wastes, riveted metal covered in a thick lens of ice. The thing stands taller than even the Great Sanctuary back in White Oak, cutting through the daylight and casting a long, foreboding shadow onto the snowy plain like some nefarious sundial.

The opening mechanism on the black iron door is wholly foreign, but with a good deal of tinkering and prying, you finally manage to force it open and are greeted by a sudden blast of arid heat. Inside is a wide, echoing chamber filled with cogs and pistons and dozens of scampering mechanical creatures. The creatures pay you no attention at all, and instead hurry about, carrying armfuls of debris down a single immense hallway.

Meeting no resistance, you make your way inside the tower and travel down the main hallway until it empties into a wide circular room, where an enormous beam of sanguine energy crackles and hums, shooting up from the chamber's floor and piercing the ceiling. It's as if a small sun was harnessed and imprisoned inside this tower.

This main chamber is filled with even more mechanical creatures. They still pay you no attention, but as some of them pass by, you manage to get a closer look at what they're carrying, and the sight of it cools your blood. Body parts—arms and legs and torsos, cut from all manner of animals, but you notice some Algox parts as well—are being carried about as if they were coal in a furnace room. The scale of the slaughter is staggering as you consider the number of automatons scurrying through the chamber, carrying their loads down a stairwell on the other side.

Just then a ghastly looking creature made of swirling prismatic smoke and a hard, gnarled shell moves out from behind a row of metal boxes and catches sight of you, releasing a high, visceral screech.

"Mortal scum," it yells. "You dare intrude here with your filthy blood? I will take pleasure in using your limbs to complete the cycle!"

The demon rakes a hand over a nearby panel of lights and, responding as one, the entire horde of automatons all cease moving. Their gruesome cargo drops to the floor and then, slowly, they advance toward you.

Special Rules

The Chaos Demon is the Chaos Lieutenant. It is immune to and .

At the end of each round, in addition to its normal turn in initiative order, it performs X, self, where X is (RxL)/2 (rounded down), and R is the number of Ruined Machines currently on the map.

At the start of each even round, spawn C-1 normal Ruined Machines at (c).

All hexes on tile 15-D are treated as in range of any ranged abilities performed on tiles 1-B and 6-B, regardless of the actual range or line-of-sight. In addition, all hexes on tile 15-D are considered the same distance away from tiles 1-B and 6-B for the purpose of focusing with ranged attacks.

Any character can spend 2 movement points to move from any hex (a) to (b), but they cannot move from (b) to either (a). When any character enters tile 1-B, 2-H, or 6-B, all characters can no longer teleport from tile 15-D to any other tile or move from (a) to (b).

Map Layout

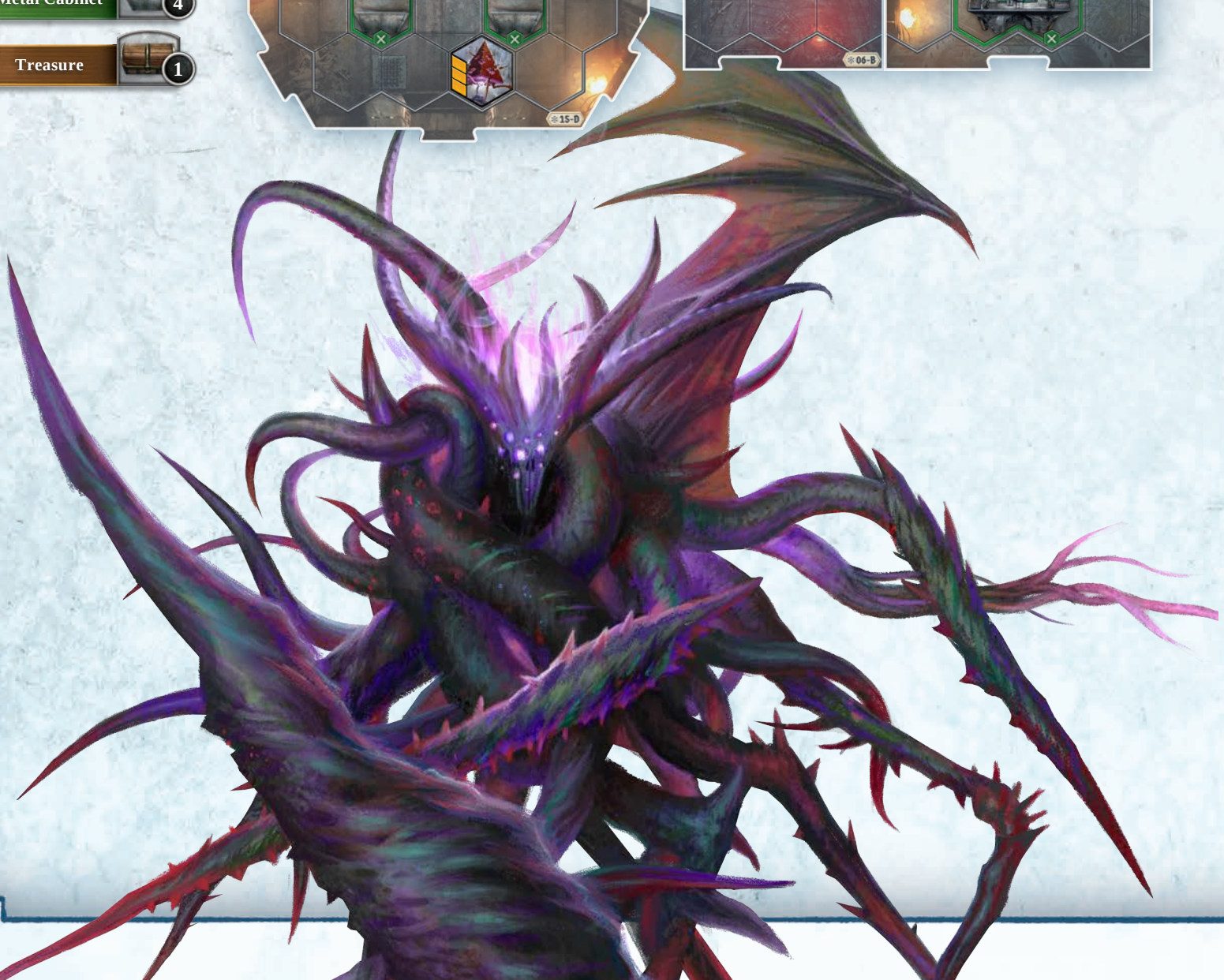
– Continued on next page.

Scenario Key

- Chaos Demon
- Robotic Boltshooter
- Ruined Machine
- Large Metal Corridor 1
- Metal Corridor 2
- Rubble 3
- Control Console 1
- Metal Cabinet 4
- Treasure 1

Loot

- x8
- x4
- x5
- x2
- x1
- x1
- x1



16 · F10 Derelict Elevator

Crystal Fields

Scenario Goals

The scenario is complete when at least twelve rounds have passed and all enemies are dead. At the end of that round, read 48.2.

Introduction

Tall, evil-looking spires are one thing, but you're more curious about the squat structure that sits all alone in this forest of icy obelisks. The structure has been coated, like everything else in this part of the world, in a thick, rock-hard layer of ice. Beneath that however, the walls appear to be made of some kind of dark metal, though there's no way to be certain without breaking through. So, not having any better option, you get to work on the door.

Your equipment takes a beating, but the door takes one worse, and its icy seal finally pops open, revealing a huge, lightless chamber. Inside, long rows of bizarre, ruined machines stand amid heaps of soot and broken glass. Moving further, you discover a suspended platform hanging in the center of the chamber. It's an elevator: a circular metal disk, waiting above a deep, not-at-all-ominous shaft, and next to it you find a panel lined with long-unused buttons and levers.

You press a couple of the buttons, expecting no response, but to your surprise, a string of strange yellow lamps illuminate the shaft below and the platform shudders. You don't want to miss a free ride, so you jump aboard just as the metal disk starts to descend.

You feel good, all things considered. You've conquered this with your muscle and wit, and you take a moment to bask in your own ingenuity. The strangeness of this place was no match for you, and yet, somehow, it keeps getting stranger. Strange, like how the lights in the shaft seem to all be turning red. And strange too, how an alarm seems to be howling from somewhere below. And far stranger still is the way several panels in the walls around you are opening up to reveal large, rather unpleasant-looking firearms that seem to be pointing directly at you. Very strange indeed.

Special Rules

Tile 1-B is a fixed platform that tile 15-D is descending past. Place two damage tokens to the right of tile 1-B to indicate it is currently two floors below tile 15-D. At the end of each round, tile 15-D descends one floor, meaning you remove one damage token from the right of tile 1-B, or, if there are none there, place one to its left to indicate the number of floors it is then above tile 15-D. If, at the end of any round, a third damage token would be placed to the left of tile 1-B, the tile is then removed from the map. Any character on it suffers trap damage and is placed in the closest empty hex on tile 15-D. All other figures on it die.

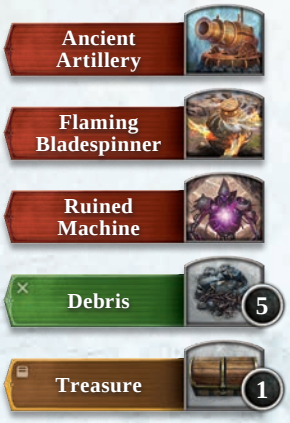
The walls between the two tiles do not block line-of-sight and can be moved through, though figures cannot end their movement on them.

Section Links

At the start of the second round, read 90.3.

Map Layout

Scenario Key



Loot

x8
x4
x5
x2
x1

17 · H6 Haunted Vault

Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read 82.1.

Introduction

Leaving the door behind you, you arrive at a room slightly less worn down by time, but no less unsettling. The green light is far stronger here, the walls practically glowing with its strange emerald bloom. Green ooze has been slathered all over the chamber, and much of the brickwork is coated in thin streaks of dried slime. However, beyond the luminescence and the ooze, there is something else that draws your attention.

A series of heavy metal squares are set into the ground in the center of the room: pressure plates, like the sort normally employed as traps, except these have not been hidden at all. Instead, they sit out in the open, each marked with a strange rune. Along the walls you see three doors also marked with symbols: The middle plate's symbol matches the door to the right, while the runes on the two outside plates match the door on the left. The remaining door, which sits directly in front of you, is etched with a rune that doesn't match any of the plates.

Special Rules

Doors 1 to 4 are locked and will unlock and open so long as any characters occupy two or more corresponding pressure plates (a opens 1, b opens 2, c opens 3, d opens 4). Whenever any open door no longer meets this criteria, it immediately closes and locks. Destroy any overlay tile or tokens on it. Any figure occupying it suffers trap damage and is placed in the closest empty hex.

The first time each door 1 to 4 is opened, at the start of the following round, spawn one monster adjacent to each character based on the map tile they currently occupy:

Tile	09-B	02-K	02-I	02-A
Monster	Elite Living Spirit	Elite Ice Wraith	Normal Living Doom	Normal Ice Wraith

If multiple doors are opened for the first time in the same round, multiple spawns occur. Any character occupying a hex with an open door may be treated as occupying either bordering tile for the purpose of spawning.

Place 4-C numbered tokens in any empty starting hexes. These represent spectral helpers, who are considered characters solely for the purpose of occupying pressure plates. On initiative 50 each round, they perform 4, controlled by you. They do not block enemy movement can cannot be interacted with in any way.

All trap tiles placed during set up throughout the scenario are considered pressure plates instead.

Section Links

When door 3 is opened, read 42.3.

Map Layout

Loot

- x10
- x5
- x2
- x2
- x1

Scenario Key

- Ice Wraith
- Living Doom
- Living Spirit
- Dungeon Door 5
- Pressure Plate 5
- Pressure Plate 6
- Pressure Plate 6
- Pressure Plate 3
- Treasure 1

18 · E7 Crystal Fields

Crystal Fields

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **13.1**.

Scenario Effects

Each character gains .

Introduction

You've been following the trail of crystalline spikes—the Icespeakers' "conduits"—for hours, and the trail has led you around the north edge of the Whitefire Wood. As you go, you wonder what the Algox are up to. Have these icy spikes been here forever, functioning as some sort of ancestral crop? Or have the Icespeakers begun amassing them only recently, expanding these fields to some unknown purpose?

The conduits have become larger and more densely packed as you've followed the trail, and now they are so close together that you're forced to abandon your sled and move in on foot.

It doesn't take long to pick up a trail after that. Heavy footprints mark the way, and following them, you come to the remains of a hard-lost battle. A great number of Algox corpses are strewn about in the snow, their huge bodies showing deep cuts, some missing limbs. But something is wrong with this scene: None of the Algox you've encountered before wield blades that could cause this sort of damage.

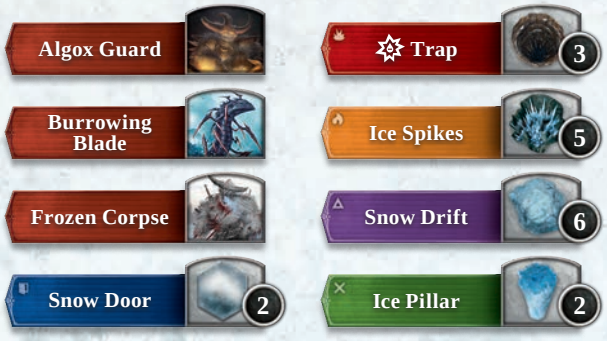
As you crouch to inspect a corpse further, it suddenly shifts. You jump back as it rises out of the snow, a rotting mass of undeath. You sigh and shake your head. Why can't things just stay dead?

Section Links

When door 1 is opened, read **91.2**.

Map Layout

Scenario Key



Loot

x6
x3
x2
x5
x2
x1
x1

19 · N7 Skyhall

Copperneck Mountains

Scenario Goals

Unknown at this time.

Scenario Effects

Each character gains .

Introduction

Snow and rock fall freely as the mountain shakes violently. Boulders zip past your rappel lines, plummeting through space before crashing into the ground with incredible thuds. Every second you're outside is another second nearer to death, so the instant you touch down, you unlatch your harness and run. But rather than flee for the safety of the plains, you dive down into the tunnels, knowing that it's only a matter of time before Snowscorn comes crashing down. You have to find the Icespeaker chief in the hopes that he knows how to stop this.

Panicked Algox clog the passages as they try to escape their crumbling home, but the chief is easy to find. He's right where you expect him to be, standing in the central chamber, giving rapid orders to his kin, telling them to leave everything and flee.

"The spirits of Skyhall have turned against us," he growls when he sees you. "You must come with me, quickly!" You turn and follow as the tremors intensify, the entire mountain threatening collapse. The Skyhall is a wide, circular room domed with glistening crystals—clearly a place of great religious significance. The floor is carved with a number of intricate glyphs, and stout pedestals made of ice stand in patterns around the room. The chief moves slowly, reverent even despite his rush, but you sense the presence of an almost palpable frustration, a twisted anger hovering in the air.

Shadows materialize in front of your eyes—gray spirits wriggling out of nothingness. They are pale, wicked-looking things: ghostly in body but with sharp spectral claws and a pure, unchecked hatred in their eyes.

Another tremor rises up and the Algox chief shouts over it. "You must put the spirits to rest. Their anger will bring down the mountain!"

Special Rules

All altars are immune to damage at this time.

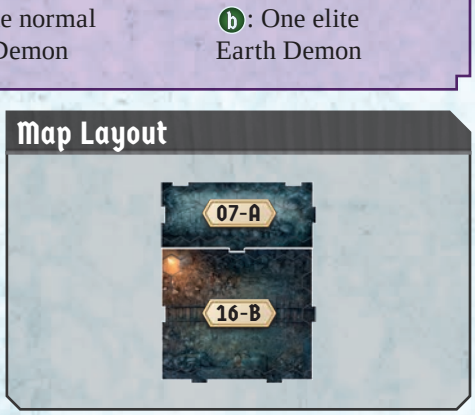
At the start of each listed round, spawn the following monsters at each listed location based on character count:

Round	Two Characters	Three Characters	Four Characters
1	(a): One normal Flame Demon	(a): One normal Flame Demon	(a): One elite Flame Demon
2	(b): One normal Earth Demon	(b): One normal Earth Demon	(b): One elite Earth Demon
3	(c): One elite Ice Wraith	(c): One elite Ice Wraith (d): One normal Ice Wraith	(c): One elite Ice Wraith (d): One normal Ice Wraith
4, 5, 7, 8	(c): One normal Flame Demon (d): One normal Earth Demon	(c): One normal Flame Demon (d): One elite Earth Demon	(c): One elite Flame Demon (d): One elite Earth Demon
6, 9	(a): One normal Ice Wraith (b): One normal Earth Demon	(a): One normal Ice Wraith and one elite Ice Wraith (b): One normal Earth Demon	(a): One normal Ice Wraith and one elite Ice Wraith (b): One elite Earth Demon

Section Links

At the end of the ninth round, read **75.2**.

Map Layout



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Scenario Key

- Earth Demon
- Flame Demon
- Ice Wraith
- Cave Corridor 1
- Large Cave Corridor 3
- Altar 6
- Dark Fog 6

Loot

- x11
- x2
- x2
- x2
- x1
- x1
- x1

20 • L9 Temple of Liberation

●●● Copperneck Mountains

Scenario Goals

The scenario is complete when the glowing orb is destroyed. At the end of that round, read 57.2.

Introduction

The light here is sparse. You tread carefully with torches held high, the long stone hallways bending in the darkness. You march with your eyes straining forward, and only after a long stretch of time do you find anything new. A hallway appears, bathed in a faint yellow glow. The light is dim at first but intensifies as you continue on, and a few moments later you arrive at the source: an immense chamber dominated by a huge, humming yellow orb.

The room is truly massive. The soaring domed ceiling is carved with intricate rectangular designs. The walls too share this motif, and four large pillars stand in four quadrants of the room, each topped with a small, glowing yellow node.

The orb, which is the primary source of the light, is positioned in the center like a sun, humming in key with the four pillars around it.

A small crowd of mechanical creatures have gathered here. Some look like the machines you've faced already, bipedal beings made of metal and cord, but others are new and strange. All of them are turned toward the orb, heads bowed as if in prayer.

There is little time to wonder at the sight. Shortly after you enter, one of the machines turns and sees you. It rises at once and the other mechanical parishioners follow like a silent wave. As they do, the four pillars deploy a protective shroud that encases the main orb in a hazy barrier of light. That orb must be driving them, you think, but as soon as the thought crosses your mind, the machines charge. Their metal feet click against the stone floor, and through a passage at the far end of the room, you can see shadows flickering—reinforcements on their way. You need to shut down the barrier and disable the orb, and you need to do it fast.

– Continued on next page.

20 cont. • Temple of Liberation

Special Rules

At the start of each even round, spawn one Ruined Machine at each (a) and (b). These spawns are normal for two characters, elite at (b) for three characters, or all elite for four characters.

At the start of each odd round after the first, all characters, character summons, and Ruined Machines occupying or adjacent to any hex with a power conduit or metal cabinet suffer trap damage.

The glowing orb is immune to damage at this time.

Each metal cabinet has Cx(L+2) hit points. They are enemies to you and allies to all monsters. They have an initiative of 01 for the purpose of focusing. Whenever any metal cabinet is destroyed, spawn one Flaming Bladespinner at to the glowing orb. It is normal for two or three characters, or elite for four characters. In addition, the closest (a) or (b) no longer spawns anything, and the closest power conduit no longer causes trap damage.

Section Links

When all metal cabinets are destroyed, read **14.3**.

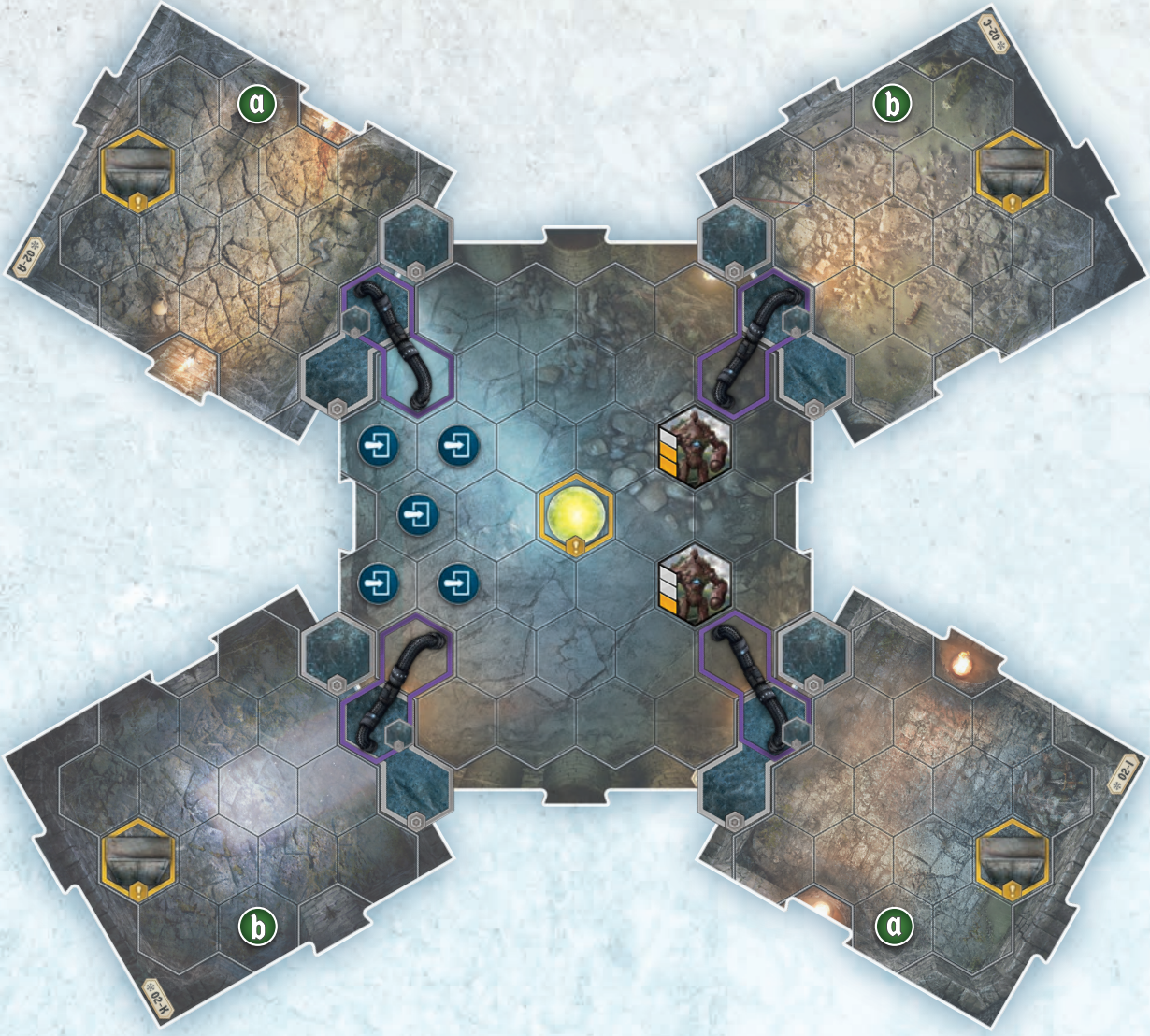
Map Layout

Scenario Key

- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Metal Corridor 4
- Large Metal Corridor 4
- Power Conduit 4
- Glowing Orb 1
- Metal Cabinet 4

Loot

x10
x2
x5
x2
x1



21 · N1 Realm of Endless Frost

Scenario Goals

The scenario is complete when the Prince of Frost is dead. At the end of that round, read **136.3**.

Scenario Effects

Each character discards two cards and gain .

Introduction

You've been hiking for what seems an eternity. The wind screams in your ears and your body is growing stiff. Your hands and feet numbed long ago, and now your mind is beginning to fog.

When you left the fjords you did so in good spirits. With the exception of a few demonic bird-men, your exploration of the coast was going fine... until the storm arrived.

At first it was a thin flurry of snow, wisps of white flakes playing at your ears. Within minutes, though, it had turned vicious, the wind and ice whipping up so fiercely that at times you could see nothing but white as you marched.

Now you stumble on with your heads down, looking out for anything that can give you shelter.

Suddenly, the snow and ice give out beneath you, and just like that you are falling, plummeting. Your minds scramble. The ground appears. Then blackness.

When you awake, there is pain. Blood trickles from various wounds and gloops onto the icy ground.

A voice calls out, scratchy and high pitched.

"Oh dear, oh my, I hope you poor wretches are still alive," it says. "I get so few visitors, I should hate to miss an opportunity to host."

You blink away the fog and see a small humanoid creature made entirely of ice scampering toward you.

"Yes, movement! Wonderful!" It shrieks. "Oh please, won't you follow me onto the terrace."

The creature leads the way to the entrance of its home: a conical structure with walls of stone and crystalline ice. You are somewhere foreign, though, surrounded by unforgiving ice that seems to creep closer when you look away. You glance back to see the path behind you frozen over, and when you look ahead, your host is conveniently absent. Several piles of snow rise and then snap into solid forms—spindly demons that glitter in the pale light. They each take a shrill breath and stretch their long, wicked-looking tails. So much for hospitality.

Scenario Key

- Prince of Frost
- Frost Demon
- Living Bones
- Living Spirit
- Snow Imp
- Dungeon Door 3
- Trap 3
- Ice Spikes 3
- Ice Pillar 3
- Bookshelf 3
- Crate 3
- Glowing Orb 1
- Treasure 1

Loot

- x6
- x4
- x3
- x3
- x1
- x2
- x1

Special Rules

Door 1 is locked and will unlock when all revealed enemies are dead.

Section Links

When door 1 is opened, read **51.1**.

Map Layout

22 · I2 Ice Floes

Biting Sea

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **96.4**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

You've followed the shards' pull on your quest to restore the Lurkers' crown. It's been several days of hard sailing, dodging icebergs and huddling against the wind, you've arrived at your destination. You float at the exact spot where the shards want you to be, but strangely, there is nothing here.

Your ship sits in open water, sails secured, while you look for any sign of another shard: a spit of land, a wayward berg, another shoal perhaps, but there is nothing here except the frigid, steady chop of the sea. Frustrated, you retire below deck, but as you descend you notice the shards' renewed excitement. Only then do you realize where you must go: down into the water.

Just then the ship heaves upward. For a moment you feel like you're floating, your body tossed weightless into the air. But then that feeling ends, and you slam back down onto the cabin floor with cracking force. Something has struck the hull.

You heave yourselves back up to the main deck and see jets of saltwater spraying all around the ship. Lurkers have boarded your vessel, and their huge bodies are rocking it back and forth like a toy. You draw your weapon, ready to charge, but someone shouts up from the hold—the crab-people have made it inside and they're beginning to smash holes in the ship. The Lurkers know you have the shards, and they will sink you to get them.

Section Links

When all revealed enemies are dead, read **26.3**.

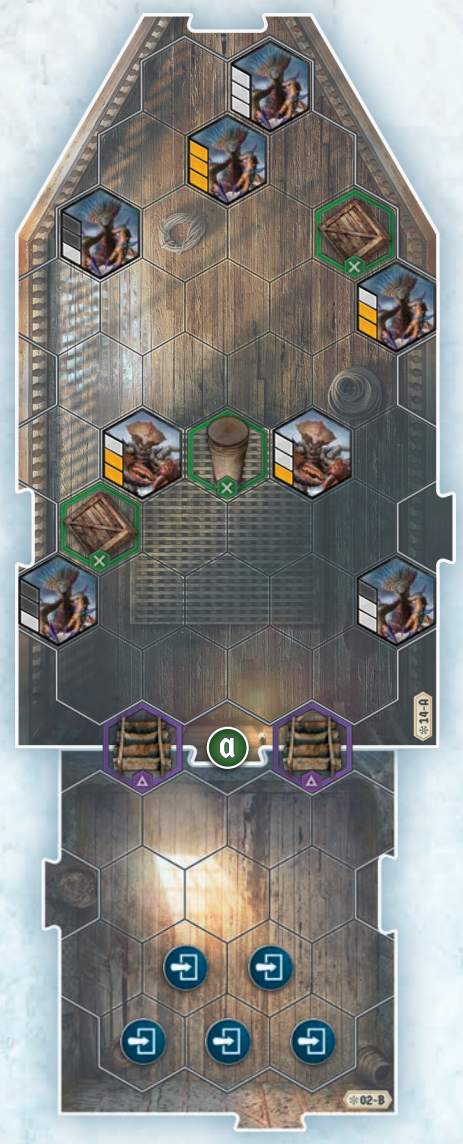
Map Layout

Scenario Key

- Lightning Eel
- Lurker Clawcrusher
- Lurker Wavethrower
- Huge Water 1
- Large Water 2
- Stairs 2
- Water 10
- Barrel 2
- Crate 2
- Mast 1

Loot

- x10
- x5
- x2
- x2
- x1



23 · B8 Spire Basement

●○○ Crystal Fields

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 105.2.

Scenario Effects

Each character gains .

Introduction

Down the rear stairwell—a corkscrew of stone and iron—you go to see what lies beneath the spire. Tunnels are what you find: black, sooty tunnels. From what you can tell, they are purely functional, the stone passages scraped and marred by years of clumsy automatons passing through, but there is a smell on the air that stands out. It's a mix between funeral pyre and an alchemist's shop: burnt fat, charred metal, and smoke. You can't see the beam's light from here, but you can hear its telltale hum.

You wind through the tunnels, keeping alert for any sign of movement, but you soon discover that the workers down here have been disabled and now lie lifeless on the ground. It appears that they fell in the middle of their work, dropping where they stood and spilling whatever they'd been carrying. Their grisly cargo is strewn over the floor: legs with feet still attached, Algox paws, vulpine torsos, all of it splayed out like a macabre trail of breadcrumbs.

It isn't until you turn the final corner that you see where all this butchery was headed—a hallway, heaped on both sides with discarded bodies and limbs. The humming noise is louder here, and the red glow reflects off the tunnel walls—the beam of energy is close. You move forward but only manage a few steps before the ground stirs around you.

Deathless bodies, ruined and hacked, rise up from the piles. Maimed and half-charred Algox and humans, many of them lacking limbs and other essential parts, climb to their feet nonetheless and release weak, throaty groans.

Section Links

When door 1 is opened, read 38.4.

Map Layout

Scenario Key

- Living Bones
- Living Doom
- Living Spirit
- Metal Door 2
- Trap 4
- Rubble 4
- Large Debris 3

Loot

- x8
- x4
- x4
- x2
- x1
- x1

24 · D6 Upper Spire

●●○ Crystal Fields

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 88.3.

Scenario Effects

Each character gains twice.

Introduction

This dark metal tower was built for some purpose, and you're certain the truth will be at the top. You need to see where this beam of red light leads. When you step into the beam of light, you feel nothing at first. The world around you becomes a crimson stained version of itself . You feel silly, realizing that maybe this beam was meant only for the transportation of machines. But then you take a breath, and everything wobbles. Your vision bends, and the world snaps with sudden violence into an entirely new shape. You have no time to react—if you did, you would almost certainly scream—but in a blink it's over and you are somewhere else, standing in an entirely new room. The redness is gone, but you feel terribly off-balance. It's as if you've been at sea for months and have just run aground. For whatever reason, there is a dry, smoky taste on your tongue.

You're in a smaller room now—an upper level of the spire, you think. The red beam is still coursing through the center of the floor, and all around it are a number of automatons, just like the workers downstairs, except these are still active. The reason for this is quite clear: just past the beam hovers another demon, thrashing its long, leathery tendrils in rage.

Special Rules

Shuffle the twelve numbered tokens face-down next to the map.

All corridor hexes in the scenario represent the beam of chaotic energy. All monsters treat all corridors as negative hexes. Whenever any figure enters a corridor hex, immediately reveal one numbered token and apply the corresponding effect to that figure:

1: Gain
2: Gain
3: Gain
4: Gain twice
5: Perform 2+L, self
6: The closest monster suffers trap damage
7: Gain
8: Gain
9: Gain
10: Gain twice
11: Suffer trap damage
12: Spawn one normal Living Bones at the closest empty non-corridor hex.

Whenever all numbered tokens have been revealed, shuffle them all face-down again.

If any character becomes exhausted, the scenario is lost.

Section Links

When all revealed enemies are dead and any character occupies a corridor, after applying any numbered effect, read 83.2.

Map Layout

Scenario Key

- Chaos Demon
- Living Bones
- Wind Demon
- Cave Corridor 4
- Large Cave Corridor 4

Loot

x8
x2
x4
x2
x2
x1
x1

25 · E10 Rusted Tunnels

Crystal Fields

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **16.1**.

Introduction

After leaping off the ruined elevator, you discover that the metal walkway that saved your life leads directly to a door with a flashing red light. The security system is still in effect, and you might as well dismantle it while you search for another way out. Your footsteps clang softly against the metal path, echoing into the vast nothingness.

It isn't long before you arrive at the edge of the cavern and find the entrance to a tall, narrow tunnel. The tunnel's walls have been carefully carved out and reinforced with thick bars of heavy iron, all of which are coated in rust.

The red light hangs only a short distance within—a single blinking orb mounted onto a wall—and under its steady flash you can make out the shapes of some sort of creature. They're moving slowly about in the low gloom, almost as if they're searching for something. You realize only too late that the thing they're searching for is you.

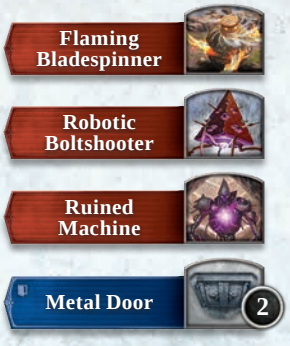
One of them, a stout metallic body, stops and peers in your direction. Its glassy eyes catch the flashing glow from above, and an instant later the tunnel is filled with light. Dozens of red lamps lining the walls burst to life and dye the room in a sharp scarlet fluorescence. In the new light you can see the tunnel clearly, and it is packed with mechanical guards. Several are already waiting on the steel walkway, and more are beginning to emerge from adjoining tunnels. Flame and sword and gun barrel swing outward, and the machines begin to advance.

Section Links

When door 1 is opened, read **58.2**.
When door 2 is opened, read **61.2**.

Map Layout

Scenario Key



Loot

x10
x2
x4
x1
x1

26 · E10 Quatryl Library

●●○ Crystal Fields

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 24.1.

Introduction

Turning away from the flickering red right, you opt to move in a direction slightly less ominous, though only slightly. You take the steel walkway through the open cavern. The ceiling is too high for you to see in the darkness and no creatures stir around you, but still the vastness of this place is a marvel in itself.

After a few minutes, you come to the entrance of a well-constructed tunnel. Its walls and ceiling are held back with thick metal trellises, hundreds of hexagonal beams coming together to form a heavy metal skeleton that, though well-forged, has succumbed to decades of rust. Wide leaves of corroded iron have begun to flake off in several places. You listen for any signs of activity, but there are none.

You continue moving and, after a long stretch of time, you spot a trace of light escaping from a nearby passage. Following it, you come to a library. It is a large rectangular room bordered on all sides with bookshelves sagging under the weight of their contents, and in the center of the room are several tables and chairs, all of them thick with dust and cobwebs.

But you are not alone. Shortly after you enter, you hear the hurried shuffling of metal feet. A line of security machines emerge from the far entry, weapons at the ready. They move with rigid certainty, their limbs exact and swift, specialized in seeking and destroying intruders like yourselves. Their focus, however, is only partly aimed at you. The majority of them are instead moving toward a pedestal in the center of the room. The pedestal is little more than a simple stone pillar, but atop it you can see a large steel pressure plate. You're not sure what the plate does, but judging by how much attention the machines are paying it, you know it isn't good.

Special Rules

All Ruined Machines focus on moving toward and occupying the pressure plate, then find a focus as normal and perform any other abilities as if they had no movement. If they cannot find a path to the pressure plate, they will move to get as close as possible to it (as measured by range).

If any figure occupies the pressure plate, the scenario is lost. All characters and character summons cannot enter the hex with the pressure plate in any way.

Section Links

At the start of the seventh round, read 131.4.

Map Layout

Scenario Key

- Ancient Artillery
- Ruined Machine
- Steel Automaton
- Large Metal Corridor 4
- Metal Corridor 3
- Pressure Plate 1
- Bookshelf 6
- Supply Shelf 3
- Treasure 1

Loot

x10
x2
x4
x1
x1

27 · H6 Depths of Delirium

Shard Seeker

Scenario Goals

The scenario is complete when all altars in it are destroyed. At the end of that round, read 8.2.

Introduction

The carved relief in the glowing tomb has been at the back of your mind since you first saw it, and now, standing in front of it once again, you understand why. You move closer, raising a hand to feel its intricacies, but a familiar sensation suddenly comes over you—the shard. It thrums once, twice. Then, as if moved by an invisible hand, the relief spins and moves—the door begins to open. The heavy metal gears grind through the rust as the door slides slowly, grudgingly into the wall.

You move into the next chamber and put away your torch. The green light has become so strong, you can navigate by its glow alone, though now that glow appears to be pulsing, rising and falling in a steady rhythm.

The chamber is a dank, mildewy expanse of cracked stone and crumbling mortar. Several splotches of greenish ooze seep in through the stonework walls, accumulating into large, thick puddles.

You move carefully into the chamber, but a sudden wave of gravity tilts you to the side, and you stumble. Sudden flashes of light and shadow appear. Faces from long ago—your own memories and nightmares, things you've locked away—literally leap out from your mind and materialize in the room before you.

Were you a newly-minted adventurer, this deranged magic might unnerve you. Instead, you concentrate. The green light is pulsing faster than ever and the puddles of ooze have begun to creep over the floor. You raise your arm in front of your face and squint. It's difficult to see clearly through the gloom, but, squinting through the shifting shadows, you catch a glimpse of what lurks behind them. A great eye crowns a tall knot of fleshy black tendrils, and you understand now that this path was taken in error. You have not entered a simple catacomb; you have entered the lair of terrors from the deep.

Special Rules

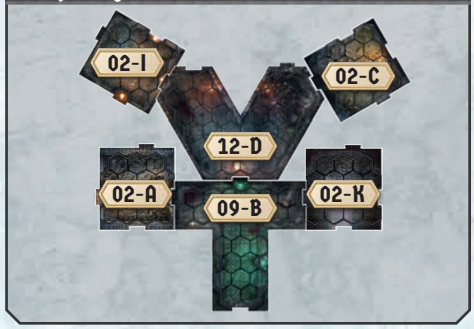
Whenever any character suffers damage from a Deep Terror attack, they must move one card from their hand or discard pile to their own separate pile of "taken" cards. In addition, whenever any door is opened, all characters must move one card from their hand or discard pile to their taken pile. Taken cards cannot be interacted with in any way

Each altar in the scenario has L+2 hit points. They are enemies to you and allies to all monsters. Whenever any altar is destroyed, the destroying character may return all their taken cards to their hand.

Section Links

When door 1 is opened, read 95.1.
When door 2 is opened, read 68.3.
When door 3 is opened, read 69.2.
When door 4 is opened, read 148.4.
When door 5 is opened, read 71.5.

Map Layout



Scenario Key

Loot

x13
x2
x2
x2
x1

28 · J8 Summit Meeting

Copperneck Mountains

Scenario Goals

The scenario is complete when all characters and emissaries have escaped. At the end of that round, read **93.3**.

Introduction

A secret meeting has been arranged. There are elements on both sides of this Algox war that want peace, and they have sent emissaries to discuss the possibility of reconciliation.

You stand as witnesses to this apocryphal meeting, and you can't deny the wary optimism lingering in the private chamber, a long, oval-shaped cave tucked away from the eyes of either sect.

The two emissaries, Gurndel and Barduu, stand in the center of the room, muttering in the Algox tongue, and although you can't discern their words, it seems to be going well. So far, the discussion has been carried out with measured tones and much pausing for consideration. In fact, from what you've seen, you're almost surprised that the two sects haven't found peace before—almost surprised, because just as you have that thought, you hear the sounds—enraged Algox storming down the tunnels toward you.

The secret meeting has been discovered, and somehow both sides of the conflict have come to stop it. They are roaring for battle—and for the heads of the traitors who dared sue for peace.

You look outside the cavern to see the guard details each side brought being cut down with cruel efficiency. Spears and spells and fists fly in a swarm of violence. Gurndel and Barduu turn to you. It's time to leave, but both exits are well guarded.

"We must be away from this place," Barduu shouts. "Warm-bloods, aid us, or none will escape."

Scenario Key

- Algox Archer
- Algox Guard
- Algox Icespeaker
- Algox Snowspeaker
- Large Cave Corridor 3
- Ice Pillar 5
- Treasure 2

Loot

- x11
- x2
- x3
- x1
- x1
- x2

– Continued on next page.

Special Rules

Place one numbered token in each (a). These represent the emissaries, allies to you and enemies to all monsters. Each has 2x(L+2) hit points. On initiative 99 each round, they perform 4, controlled by you. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to an emissary. If either emissary dies or any character becomes exhausted, the scenario is lost.

All Algox Guards and Algox Snowspeakers are allies to each other and enemies to all other figures. Likewise, all Algox Archers and Algox Icespeakers are allies to each other and enemies to all other figures.

Use the (A) attack modifier deck for the Algox Archers and Algox Icespeakers, though they are still considered enemies to you.

At the start of each even round, spawn one Algox Guard at (d) and one Algox Archer at (e). These are normal for two characters, elite each second spawning for three characters, or all elite for four characters.

When all Algox Snowspeakers are dead, each (b) and (d) becomes an escape hex.

When all Algox Icespeakers are dead, each (c) and (e) becomes an escape hex.

Map Layout

29 • F8 War of the Spire A

●●○ Crystal Fields

Scenario Goals

The scenario is complete when all three ice cores have been destroyed. At the end of that round, read **50.3**.

Scenario Effects

Each character gains .

Introduction

With a detachment of Snowspeaker scouts able to survey the path ahead, it doesn't take long before you find the enemy horde. They have gathered, hundreds of them, for war. They are positioned in the center of the eastern fields, formed into a defensive perimeter around an enormous spire made entirely of ice. From a hundred yards away it looks like some monument to a demanding god: a pillar of gnarled glass as tall as a giant cedar, and from it, you sense an immense constrained power.

"This is it," says Denpang, the young leader of the Snowspeakers. She stands to your side, surveying the battlefield. "We will distract the main forces. You must get to the spire and destroy its core."

You ask what will happen if the spire is activated. The question brings a shadow over her face.

"Utter defeat." She looks at you and the gathered fighters and nods with absolute certainty. "The very snow itself would be perverted by the Icespeakers' devilry, and we would be defenseless against them. We would be crippled under their fists... but we will not let that happen."

As she says this, a low beat rises in the air. You turn, expecting drums to have suddenly appeared on the attacking line, but it is the sound of the Algox slamming their staves and feet into the ground. The effect is awesome: a deep rhythm reverberating off the trees and out over the plain.

The beat quickens. Staves and feet and fists pound, building into a great thrum of war. Then all at once, it ceases, and a terrible roar goes out that shakes the air in your lungs. Together, you and the Algox charge.

Special Rules

Spawn 6-C normal Algox Guards or Algox Archers at any empty starting hex. They are allies to you and enemies to all other monster types.

Each ice pillar and ice core has Cx(L+2)/2 hit points (rounded down), and can only be damaged if there are three or fewer ice pillars and/or ice cores adjacent to it. They are enemies to both you and all Algox Guards and Algox Archers and allies to all other monsters.

Whenever any ice pillar is destroyed, spawn one Algox Priest at (a). It is normal for two characters or elite for three or four characters. Whenever any ice core is destroyed, spawn one Algox Icespeaker at (b). It is normal for two or three characters or elite for four characters.

– Continued on next page.

Map Layout

Scenario Key

- Algox Archer
- Algox Guard
- Algox IceSpeaker
- Algox Priest
- Algox Scout
- Large Snow Corridor 6
- Snow Corridor 5
- Ice Spikes 7
- Large Ice Crystal 1
- Stalagmites 2
- Ice Core 3
- Ice Pillar 9
- Treasure 1

Loot

- x12
- x2
- x2
- x1
- x1
- x2

30 · E8 War of the Spire B

●●○ Crystal Fields

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of the round, read **53.2**.

Scenario Effects

Each character gains ❄

Introduction

"The conduits draw strength from Geryuu," Putargal explains as she draws a crude map in the snow. "With them, we can send a wave of power reaching clear across the Whitefire Wood that will freeze every last flake of those heretics' snow." She swipes her hand across the big area in the middle, pushing away the snow.

"They will have nowhere to go. Nowhere to attack from. It will be the end." She stands and you stand with her, looking around at the giant spikes of ice emerging from the ground around the edge of the wood.

"But their scouts have discovered our plan, and so they have no choice but to come and stop it." Behind Putargal looms the largest of the spires. She stamps her foot into the ground and the snow freezes around it. "They will attack right here. Their only hope is to destroy the main spire, which feeds all the others. But we will stop it."

The size of the spire still gives you pause. How it was made, you cannot fathom, but its strength is unquestionable. You can feel its power thrumming from deep within: a steady tide of energy being drawn inward from the forest and stored up like a geyser preparing to erupt.

A perimeter has been set. The Icespeakers stand in a wide circle around the spire, prepared to fight.

"Can you feel it?" Putargal surveys the gathering assault. She holds her chin high, her face bent in determination. "The end of this war is near. The divine sings to us. This will be our day."

You tilt your head to the wind, listening for this song from the Algox gods, but all you hear is a steady beating rhythm. Looking out into the forest, you see the opposing army approaching. There must be hundreds of them, and they are chanting. The Snowspeakers are striking their weapons against the ground, pounding out a battle rhythm, and it's speeding up. After only a few moments, it becomes so loud that the air itself seems to shake. Then, without warning, the beat stops, and a wild, earsplitting roar fills the air. The Snowspeakers charge. A wave of white muscle and burning magic crashes down. You grip your weapon tight and prepare to meet them.

Special Rules

All Algox Icespeakers are allies to you and enemies to all other monster types.

Each ice pillar and ice core has 1 hit point. They are allies to both you and all Algox Icespeakers and enemies to all other monsters. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to an ice pillar or ice core. If all three ice cores are destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at each listed location based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 6	(a): One normal Algox Scout	(a): One elite Algox Scout	(a): One elite Algox Scout
3, 7	(b): One normal Algox Archer	(b): One normal Algox Archer	(b): One elite Algox Archer
4, 8	(a): One normal Algox Guard	(a): One elite Algox Guard	(a): One elite Algox Guard
5, 9	(b): One normal Algox Snowspeaker	(b): One normal Algox Snowspeaker	(b): One elite Algox Snowspeaker

Map Layout

– Continued on next page.

Scenario Key

- Algox Archer
- Algox Guard
- Algox Icespeaker
- Algox Scout
- Algox Snowspeaker
- Large Snow Corridor 6
- Snow Corridor 5
- Ice Spikes 7
- Large Ice Crystal 1
- Stalagmites 2
- Ice Core 3
- Ice Pillar 9
- Treasure 1

Loot

- x12
- x2
- x2
- x1
- x1
- x2

31 · F10 Crackling Tunnel

●●○ Copperneck Mountains

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 81.3.

Introduction

The door in the mountain temple groans as dozens of gears and iron rods, knotted together like some infernal puzzle, finally move aside, and the rear passage slides open to reveal the path forward. A hallway stretches out. It is tall and narrow, built from immense white stones that have been cut and arranged in an alternating pattern of squares. The floor is similarly built, and it has been well maintained, much of it clear of dust or dirt. Overall, the passage is much better preserved than any other you've seen so far in the mountain temple complex, but there is something else about it that draws your attention. Every surface in the hallway—wall, ceiling, floor—is interwoven with the small silver tubes that you found in the previous chambers. There are ten or twenty of them in all and they stretch down toward some unseen destination. It isn't the most reassuring sight, since the tubes seem to indicate more machines, but this is the path you've chosen. You gather your gear and continue your long walk. The farther you travel, the more metal pipes emerge, and it begins to feel like you're walking down some garden path that's been abandoned and overtaken by vines.

But then you catch a glimpse of something glowing up ahead. You proceed carefully, watching as the glow begins to pulse—slowly at first, but the undulation accelerates. It appears to be a series of flames that are... spinning? Oh, right. Great. More of those.

Special Rules

Throughout the scenario, after all revealed enemies are dead, whenever a character ends their turn occupying any (a), they may remove their figure and all their summons and tokens from the map and discard all active round bonuses. Do not alter anything in their play area. They no longer participate in the scenario in any way until the next room is revealed.

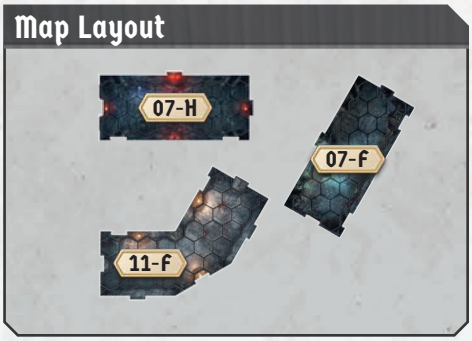
Whenever revealing a new room, place all characters in starting hexes and then any active character summons or tokens in viable hexes closest to their character.

If any character becomes exhausted, the scenario is lost.

Section Links

At the start of the next round after all characters have been removed from the map, read 37.2.

Map Layout



Scenario Key

- Flaming Bladespinner
- Robotic Boltshooter
- Steel Automaton
- Power Conduit 3
- Treasure 1

Loot

- x11
- x2
- x3
- x1
- x1
- x2

32 · Q3 Ravens' Roost

●●○ Radiant Forest

Scenario Goals

The scenario is complete when the raven nest (a) is destroyed. At the end of that round, read **59.1**.

Scenario Effects

Each character gains .

Introduction

The fiendish birds that assailed you on the bone bridge retreated to a forest after your fight. You're curious about what other strange creatures might be inhabiting the place—and if you get to crush some of the birds that escaped your wrath, all the better. You run over the blowing tundra, sprinting over mounds of hardened dirt and frozen shrub. You follow the birds' path and head into the woods.

The Radiant Forest: a place suffused with divergent energy. You feel it as soon as you enter—a peculiar thinness to the air. Even the ground is odd, uneven, so it feels like you're walking atop a wide, wobbling table. By its name, you had assumed these woods were simply trees that somehow gained a footing in this barren place, but now that you're here, you can see they are born of the same madness as everything else.

Beyond the wind and the trees, strange lights flicker here as well, dancing in and out of the shadows. At first you take them for torchflies, except the tiny orbs follow you, curious almost, their multi-colored glows peppering the trees with iridescent hues. And yet, the strangest thing by far is the air—it's warm. The trees, though situated only a short hike away from the frozen coast, are completely free of snow, and the deeper you hike, the warmer it gets, the air becoming muggy and sulphurous, as if you've just been transported to some hunting ground far across the mountains to the south. It's distracting, so much so that you almost don't notice the voice calling to you.

"Oh, great warriors," it says, whispery thin, "come to find us they have. Sneakers sneaking through our trees. So brave, so brave they are." The voice echoes off the woods, barely louder than the breeze itself.

"Oh, yes. Keep on, sweet things, sweet breathers come to see."

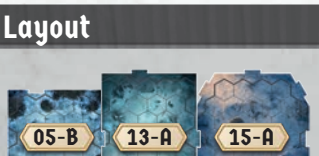
Special Rules

At the start of each round, place one numbered token on each Frozen Corpse. If a Frozen Corpse suffers damage, remove its numbered token. At the end of each round, each Frozen Corpse with a numbered token is replaced by an elite Shrike Fiend with no damage or conditions. These Shrike Fiends do not act until the following round.

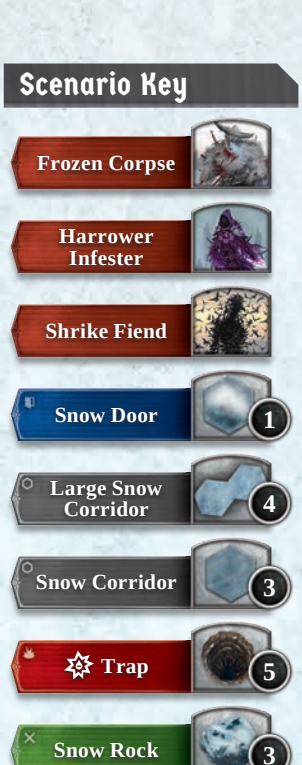
Section Links

When door (1) is opened, read **66.1**.

Map Layout



Scenario Key



Loot

Thawed Wood

Radiant Forest

Scenario Goals

The scenario is complete when three radiant stones have been found. At the end of that round, read **112.4**.

Introduction

The Radiant Forest: proof that map makers have a dark sense of humor. The forest, you find, is quite the opposite of radiant. Instead, it is an overgrown tangle of ancient trees and dense, knotted ivy. Each step you take is hard earned, requiring you to climb over slanted logs and high-arching roots. What's more, there is a particular weirdness suffusing this place. The creatures and insects chirp in foreign ways and even the ground feels somehow deranged, tilting at times, almost as if it's bothered by your presence. And yet the strangest thing about this place is the air—it's warm.

Not long after you enter, the snow gives way to lush green underbrush and you find yourself removing your furs to avoid overheating. It's an oasis, a balmy island in an otherwise frozen wasteland, and so it should come as no surprise that the Radiant Forest is home to many creatures.

A dark blur whips toward you, razor-sharp talons raking through the air. You dodge, more speeding shapes diving at you as you draw your weapons. You dive, and the attack pauses long enough for the aggressor to reveal itself. A lanky humanoid creature emerges from behind a tree. Its sinewy legs and arms are wrapped in dark-gray skin, and its upper body is covered in dozens of flapping black wings.

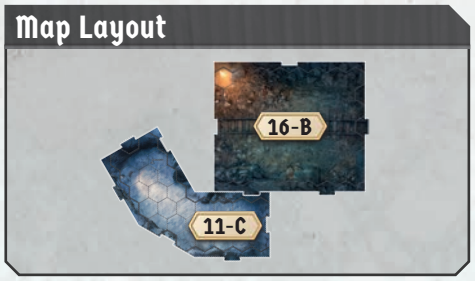
"Loud walkers, walking in my woods," it says in a thin voice. "A meal for sharing and new skin to wear."

Then the many birds perched on the creature's waxy torso spread their wings and come at you.

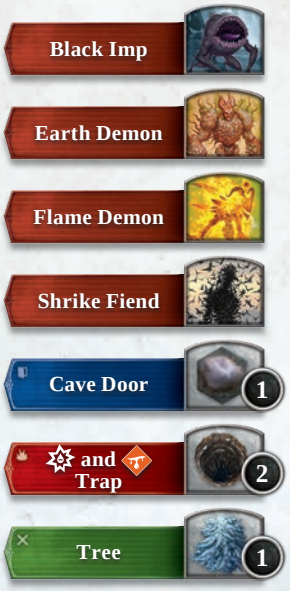
Section Links

When door 1 is opened, read **20.1**.

Map Layout



Scenario Key



Loot

x8
x5
x3
x2
x1
x1

34 · C6 Top of the Spire

●●○ Crystal Fields

Scenario Goals

The scenario is complete when the Lord of Chaos is dead. At the end of that round, read **86.4**.

Introduction

The highest level of the spire allows an unparalleled view of the region. Hundreds of ice spikes as tall as pine trees spread out in all directions, making the plain beneath this metal tower appear like a great spiny beast with its hackles raised. You would take time to admire the sight had you not just witnessed the horrors at work in this demonic spire. And now the architect of those horrors, the driving force of this vile factory, stands before you.

It's a demon, a creature like those you fought below, but its form is far more twisted. An elder fiend, the creature you face is a furious, intertwined mass of whipping tendrils and hard, slick shell. Its head nods steadily: an alien skull wrapped in tight, prismatic skin and bursting with errant, uncoordinated horns. It is a creature born of madness, and calls to you in a high, breathy voice.

"Weak, childish things. You waste your last moments piddling here." It laughs, but the noise is closer to retching. "My power is the only true reality, mortals. The power of pain and fear and chaos."

The beam of light, which had until now been humming idly, suddenly flares to life and curves sideways, stretching out to the demon like a violent river. The sound is incredible. Slivers of energy break off and snap against the brick walls, blackening them with fiery scars.

After a moment the beam settles and the noise is replaced with the demon's nauseating laughter.

"This realm is mine now," it says, "and no being will escape the rebirth."

You have known fear, no adventurer survives without it. And yet, despite all of your hard years, you know that fear and madness are not only the forces that hold power here. There are others. There are stronger forces that you can feel even now, forces that drive your hand to your weapon, that steel your nerves and light a new fire in you. They are forces that lift your feet and compel you forward, that raise your weapon high into the air and give you the will to fight. You take hold, gathering every ounce of strength, and charge.

Boss Special 1

Spawn one chaos spark at (b) for two or three characters, or one spark at both (a) and (b) for four characters. Then the Lord of Chaos performs: -2, C, 5,

Boss Special 2

Spawn one chaos spark at (a) for two characters, or one spark at both (a) and (b) for three or four characters. Then each enemy, even those with , is forced to move one hex toward the closest unoccupied corridor hex.

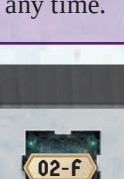
Special Rules

The Lord of Chaos is immune to forced movement.

All corridors represent the beam of chaotic energy. Any character or character summon who enters a corridor hex suffers hazardous terrain damage and gains and . In addition, any character entering one must also place one damage token on their character mat.

Set the numbered tokens next to the map. These will represent chaos sparks, enemies to you and allies to the Lord of Chaos. They have 1+L hit points. On initiative 90 each round, they perform: 2; (C-2)+(2xT) where T is the number of damage tokens on the target's character mat. All chaos sparks cannot focus on character summons, and no more than Cx2 sparks can be on the map at any time.

Map Layout



Scenario Key

Loot

-

35 · C10 Scrap Pit

●●○ Crystal Fields

Scenario Goals

The scenario is complete when there are four damage tokens on debris e. At the end of that round, read 55.1.

Scenario Effects

Each character gains ?.

Introduction

The tunnels in this strange Unfettered complex have long since blended together into a tedious blur of gray stone and iron. It would be natural to question whether there's anything down here of value. Really, you've mostly found angry machines and rust. But then, your new Quatryl ally stops.

"What's this?" Crain says. He turns down the next hallway and shouts. "Why, my good friends, it seems we've struck a proper treasure trove!" Without any consideration for safety, the Quatryl runs into the darkness. You jog to catch up, concerned about what has him so excited.

Trash. He's found a mound of scrap metal as tall as a house. It's been piled up inside a chamber and looks to be made up of ruined machine parts, bent metal tubes, and oily clumps of fabric. It's the last place you should be stopping, but Crain is already knee-deep in the pile, prying out pieces of ruined metal with little exclamations of "ah ha" and "quite nice". His enthusiasm is almost inspiring. He moves with manic energy, scrambling over the hillock of trash and prying out discarded pieces of gear. Now and then he removes something large enough to send down a mini landslide of iron chest plates and unwanted metal legs.

However, this latest shifting of junk reveals a color that catches your eye—white. You bend down to inspect it and find a human femur. Rummaging a bit more, you uncover a number of buried skeletons, both human and Quatryl.

It's a troubling discovery, but the remains are quite old—many of them worn down to nubs and splinters. Whatever happened here, it happened a long time ago. You make a mental note about the bones but your main concern is the tinkerer, because he's just now started to hum some sort of jig to accompany his scavenging.

You shush him. You try to explain the need for caution, that if he hadn't noticed, there are murderous automatons roving the halls, but Crain dismisses you with a wave.

"That's why you're here, my friends. The sturdy adventuring types, always ready for action! Oh, ah—oops," Crain cringes, embarrassed by something behind you. "And would you look at that."

You turn and find Unfettered, of course: a whole squad of them marching into the hallway, and their eyes are trained on the Quatryl.

"I just need a bit more time, friends," the tinkerer shouts, "and a little time at the next pile, too, a-and then maybe a stop by that third one!"

You tell him to make it fast, then draw steel.

Section Links

When door 1 is opened, read 104.4. At the start of any round where there are three damage tokens on debris b, read 71.3.

Scenario Key

- Living Bones
- Ruined Machine
- Spitting Drake
- Cave Door 1
- Large Debris 4
- Debris 4
- Treasure 1

Loot

- x7
- x5
- x5
- x2
- x2
- x1

Special Rules

Place on numbered token in a. This represents Crain, an ally to you and an enemy to all monsters. He has Cx(L+3)/2 hit points (rounded down). On initiative 50 each round, he performs 2, focusing on moving toward his goal, if not already adjacent to it. Crain's current goal is debris b. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

At the end of each round, if Crain is adjacent to his goal, place one damage token on it.

Map Layout

36 · C9 Buried Ducts

●○○ Crystal Fields

Scenario Goals

The scenario is complete when all four doors have been destroyed and all monsters are dead. At the end of that round, read **118.1**.

Scenario Effects

Each character suffers 2.

Introduction

You've been crawling for ages, stuffed together into a metal tube, inching toward a destination that you're only moderately certain exists. You've opted for the less obvious route: sneaking through some tube in the ceiling in the hopes that you'll avoid the machine guards. But now that you're here, you wonder whether this was really the best choice.

The tube for one, was certainly not designed for this sort of thing. It's cramped and whenever it rounds a corner, it does so at a painfully sharp angle that requires a fair bit of dexterity to maneuver. But despite all the trouble, you have managed to avoid getting into another fight. So you travel on, moving slowly, making a grudging peace with your decision. It's only after a long while, when you stop to take a break, that you realize something is wrong.

A noise has begun to fill the tube, a rhythmic pounding that sounds like drums, coming from somewhere below. You close your eyes and try to focus but as you do another noise starts to grow: a soft creaking. That creaking turns into a loud groan and that turns into a sharp metallic cry as the tube beneath you suddenly gives way.

Limbs and gear and dust all plummet. You and the section of tube come crashing to the ground with a loud and painful bang.

You land without taking any real damage, but when you get to your feet, you realize the full depth of your new predicament. The noise from earlier wasn't drums at all, but the marching feet of an entire garrison of machines. You managed to fall directly into their formation as they passed through a junction between two tunnels, and now the machines stand there, watching you.

As one, the garrison moves to attack. Blades and flames come to bear, and you quickly formulate a plan. The only good way out of here is back up through the ceiling, but you can't do that with an army of machines on your back. You need to seal off the tunnels leading into this chamber and then dispatch the garrison of guards. Only then can you escape back into the tubes.

Special Rules

Each door (a) to (d) has ((C-1)/2)x(L+3) hit points (rounded down). They are enemies to you and allies to all monsters.

At the start of each listed round, spawn the monsters indicated in the chart below, based on character count, at a door in the order: (a) in the second round, (b) in the third round, (c) in the fourth round, (d) in the fifth round, then repeat the cycle with (a) in the sixth round. Whenever any destroyed door would spawn monsters, no monsters spawn that round.

Round	Two Characters	Three Characters	Four Characters
2, 5, 8, etc.	One elite Ruined Machine	One elite and two normal Ruined Machines	One elite and two normal Ruined Machines
3, 6, 9, etc.	One normal Robotic Boltshooter	One elite Robotic Boltshooter	One elite Robotic Boltshooter
4, 7, 10, etc.	One normal Flaming Bladespinner	One normal Flaming Bladespinner	Two normal Flaming Bladespinners

Scenario Key

Loot

Map Layout

37 · C11 The Dead Mile

●○○ Crystal Fields

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 98.3.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

Opting not to crawl around in the walls of an ancient mysterious catacomb, you decide to take the main exit from the library, and at first this appears a wise decision. But what started as a fairly wide passage has for the last twenty minutes descended into a dark and narrow alley. The walls are so close that you can barely walk two abreast without scraping the brick, and to make things worse, an overly ripe smell has begun to invade your nostrils. It's the smell of dirt, of ancient moldering things steeped in dampness and dust. It's the smell of decay.

Something moves—a shadow. You squint in the torchlight, and for a moment, you can make out rattling bones and the wispy forms of curse spirits. Only now does it become obvious why this place is called the dead mile.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read 70.1.

Map Layout

Scenario Key

Loot

x10
x3
x3
x2
x1
x1

38 · G8 The Way Forward

Whitefire Woods

Scenario Goals

The scenario is complete when at least one emissary is adjacent to the glowing orb. At the end of that round, read 57.1.

Introduction

The path through the Whitefire Wood is a difficult one, even for the Algox emissaries, who are sturdy and adept at navigating in the wilderness. In all, the hike takes you the better part of the morning, but when you finally emerge from the trees, you are rewarded with a rare sight.

The sacred clearing is an expansive ring of ancient stones: megaliths so large even one would take dozens of humans to move, and yet, each has been placed according to an inscrutable plan, arranged around a large, Algox-sized altar. But the clearing has fallen to ruin. Moss and vine cover the clearing in a thick verdant cloak, but the most discouraging sight is the altar itself. It stands in the center of the circle, surrounded by a swirling vortex of black smoke that reeks of hot tin and dust.

"How long have we lived in this madness?" Gurndel says. "It is no surprise that the altar is clouded—corrupted—just like our factions. We must clear the darkness if we are to learn anything."

Just then, new shapes skulk from the heavy shadows of the trees surrounding the clearing: hounds surrounded by faint wisps of black smoke.

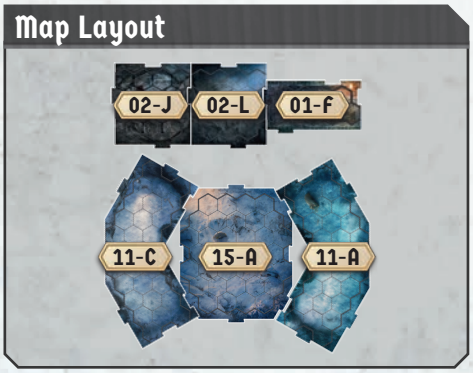
Special Rules

a and b represent the emissaries, allies to you and enemies to all monsters. Each has 3x(L+2) hit points. On initiative 99 each round, they perform 2, focusing on moving toward altar c, if not already adjacent to it. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to an emissary. If any emissary dies, the scenario is lost.

Section Links

At the start of the first round in which both emissaries are adjacent to altar c, read 23.1.

Map Layout



Loot

- x8
- x5
- x3
- x1
- x2
- x1

Scenario Key

- Hound
- Polar Bear
- Sun Demon
- Cave Door 1
- Cave Corridor 1
- Large Cave Corridor 1
- and Trap 4
- Log 2
- Stairs 4
- Altar 1
- Glowing Orb 1
- Snow Rock 4
- Treasure 1

39 · Q4 Corrupted Camp

Radiant Forest

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **84.2**.

Introduction

When reports first came that told of an Icespeaker camp out by the Radiant Forest, you knew it would be bad, but what you find when you arrive is something else entirely. The Icespeakers—those that made it out of the battle—formed a sort of loose refuge at the edge of the woods. From a distance, it looks like the wreckage left after a high storm, and the mood is no better.

Lean-tos and snow domes are lined up in the drifts, flimsy shelters made to block the wind and not much else. To make things worse, a fight seems to have broken out between members of the tribe and the makeshift shelters are being flattened in the melee.

You quicken your pace. It makes sense that tension would be high, but you hope to stop the fighting before it causes too much damage. However, as you draw closer, you notice that there is something wrong with one side of this fight.

The belligerent Algox—those who seem to be coming from the forest's edge—are moving in a peculiar, unnatural way. On the surface, they look normal—white fur, large upper body, three horns—but their movements are jerky and awkward. Instead of charging over the battlefield with the strength and speed you've come to expect of Algox warriors, they lurch and stumble forward, and yet somehow this does not slow them. They thrash and push themselves through the snow with their powerful arms, moving over the ground like disjointed puppets with knotted strings.

The defenders are doing their best to hold back the tide, but the twisted Algox are stronger than normal, driven by some sinister power. There is no time to waste. You run down and join the fray.

Special Rules

All Algox Guards and Algox Scouts are allies to you and enemies to all other monster types. Whenever any Algox Guard or Algox Scout dies, place their standee with no base in the hex they occupied, which is still considered occupied. At the start of any round, replace each baseless standee with one normal Frozen Corpse.

Place two damage tokens on door 1, five damage tokens on door 2, eight damage tokens on door 3, and eleven damage tokens on door 4. At the end of each round, remove one damage token from each unopened door. If any door has its last damage token removed, the scenario is lost.

Section Links

When door 1 is opened, read **120.1**.
When door 2 is opened, read **106.1**.
When door 3 is opened, read **78.3**.
When door 4 is opened, read **91.3**.

Map Layout

Scenario Key

- Algox Guard
- Algox Scout
- Black Imp
- Deep Terror
- Frozen Corpse
- Dungeon Door 4
- Large Snow Corridor 4
- Snow Corridor 3
- and Trap 6
- Bookshelf 2
- Large Debris 4
- Supply Shelf 2
- Treasure 1

Loot

x10 x3
x4 x1
x2 x2

40 · H9 Relief Effort

●●○ Copperneck Mountains

Scenario Goals

The scenario is complete when all enemies in it are dead and there are no fallen Algox on the map. At the end of that round, read **71.2**.

Introduction

With Satha's approval, you gather supplies for the Snowspeaker refugee camp and, after the Algox have had a chance to rest, you set out.

The Snowspeakers move slowly. You can only imagine what the rest of the tribe looks like if these were the ones best suited for travel. Of those that came to Frosthaven's gates, only one appears free of serious injury—the youngest of the group—but he is little more than an adolescent.

When you arrive at the destination on the southern edge of the Crystal Field, you are confronted by a desperate sight. The Snowspeakers have built a rough cluster of makeshift shelters, which are under attack by a wave of strange metallic figures.

Panic has consumed the tribe. The elderly and injured attempt to flee, while only a handful of fighters are able to rise and defend them against the horde of clicking limbs and spouting flame. They aren't doing well.

You sprint toward the fray, but as you draw nearer you realize there are simply too many injured in the way; if you tried to fight the attackers off with things as they are, you'd surely do more harm than good. You'll have to clear the battlefield of the wounded, using what supplies you brought to revive as many Algox as you can.

Special Rules

All Algox Guards and Algox Archers are allies to you and enemies to all other monster types. Whenever any Algox Guard or Algox Archer dies, place their standee with no base in the hex they occupied, which is still considered occupied. These standees represent fallen Algox. Place one fallen Algox Archer in (a).

Place eight damage tokens next to the map. These represent first aid kits. At the end of any character's turn, they may spend one first aid kit to revive an adjacent fallen Algox. When revived, place the fallen Algox in a normal base in the hex it occupied and reduce its current hit point value to 1. These Algox do not act until the following round. In addition, at the end of any character's turn, they may spend one first aid kit to perform L+3, one adjacent Algox.

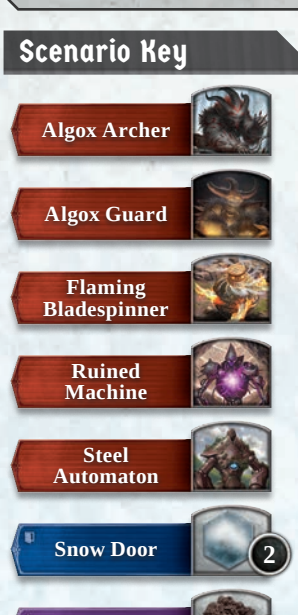
After all eight first aid kits have been used, if there are ever any fallen Algox on the map, the scenario is lost.

Section Links

When door (1) is opened, read **115.3**.

Map Layout

Scenario Key



Loot

x10
x3
x4
x2
x2
x1

41 · E12 Unfettered Shard

Shard Seeker

●●○ Copperneck Mountains

Scenario Goals

The scenario is complete when three pieces have been returned to the altar. At the end of that round, read 74.3.

Introduction

You move deeper into the mechanical catacombs. The air is murkier here and questions run through your minds about why this place was built... and for what reason these elaborate tunnels were then sealed up.

Your thoughts, however, are forced to more pressing matters, because the passage you've been following has finally come to an end. Before you now stands a locked iron door, though calling it a door feels inadequate; this is the armored entry to a vault. It's a thick slab of metal covered in gears and dials—a mechanism that you are quite certain is beyond your skill to pick. Still, you move closer, hoping it is similar to the previous lock. You raise a hand to feel its roughness, but a familiar sensation suddenly comes over you—the shard. It thrums once, twice. Then, as if moved by an invisible hand, the vault's lock begins to open. The heavy metal gears grind through the rust as the door slides slowly, grudgingly into the wall.

Stepping inside, you indeed find a vault: walls inset with shelving for gems or gold or items in need of protection, all of which now sit empty. What remains is a single, narrow pedestal standing in the center of the room, a meager stone box sitting atop it. Whoever left it did not bother to secure the lock, so you open it.

Inside you find a piece of coral—another shard. It's much like the first one you discovered, but its pull is twice as strong. The sensation is all-consuming, and, in fact, you are so enthralled by it that you hardly notice when the pedestal begins to tremble. A maze of jet black lines suddenly appears on its surface, drawing over it like some infernal paint, and then, like a sprung cage, the pillar erupts, releasing several screaming black shapes.

A number of beings take shape from the shadow about the room. You notice that one of them carries a chunk of stone broken from the pillar. Perhaps if you return those stones to the pedestal, then the demons will return as well.

Special Rules

All three dark fogs form the shadow wall.

At the start of each even round, spawn one Living Spirit at a. It is normal for two or three characters, or elite for four characters.

When the Deep Terror at a dies, instead of a loot token, it drops one numbered token. Throughout the scenario, these represent pieces of the altar, which can be looted as normal and placed on the looting character's mat. When all characters are adjacent to the altar and one character has a piece, it is returned to the altar.

If any character becomes exhausted, the scenario is lost.

Section Links

When the first piece is returned to the altar, read 65.2.

Map Layout

Scenario Key

- Deep Terror
- Living Doom
- Living Spirit
- Night Demon
- Dungeon Corridor 1
- Large Dungeon Corridor 2
- Altar 1
- Shadow Wall 3

Loot

x9
x2
x2
x2
x2
x2
x1

42 · J1 Sunless Trench

Biting Sea

Scenario Goals

The scenario is complete when all five goal treasure tiles have been looted. At the end of that round, read **95.5**.

Scenario Effects

Each character adds three -1 cards to their attack modifier deck.

Introduction

Somehow you've managed to avoid thinking about this: what it will be like to dive deep underwater inside a giant metal ball, hurled overboard in an iron prison into the frozen depths where no one has ever ventured before. But now that you're here, crammed into the bathysphere with the lid screwed down tight, the reality of what you're about to do has become uncomfortably clear. You're going to sink, intentionally, down into the Biting Sea, locked inside an orb powered by a small glowing rock, all to find a shard of coral about the size of a Quatryl's hand. It seems a bit rash.

But the time for thinking is over.

Someone outside gives two quick knocks against the hull of the bathysphere, followed by a loud thunk as the docking mechanism is disengaged, and you are released from the ship, dropped unceremoniously into the water.

For a few moments, there's nothing to see but the fading light from the surface and the darkness rising to consume it. The metal ball pings loudly as it contracts in the frigid abyss. The propellers whir behind you. Slowly your eyes adjust to the dim orange glow being put off by the forest crystal.

The shard compels you onward. Several minutes pass before you see anything at all, and then suddenly, the ocean floor appears below you, with a great scar gashed into it. The trench opens up like the very jaws of the ocean. The shard is insistent: this is where you must go.

You maneuver carefully and descend into the cavern, watching to make sure you don't scrape the walls as you fall. One would think that a place hidden at such a depth would be empty of life—that this would be a quiet, albeit ominous, journey. But no.

Flickers of scale move in the trench. You peer into the shadow, squinting, and there a giant eye opens. Claws flash in your outboard light and a dozen wriggling bodies stir beneath you. Pale ivory fangs, transparent scale, long wriggling limbs; this cavern is teeming. Time to move.

You level out and open the throttle, the propellers launching you down the canyon. Rocky walls blur past. You dip and turn, barely avoiding stony ledges as you shoot by. But the canyon forks ahead. You must choose between several routes, and the shard is giving you no clear direction. The creatures of the trench aren't far behind you; you'll just have to disembark in your diving suit and explore.

Special Rules

Each non-Lurker character gains twice (this is not a scenario effect).

Section Links

When door 1 is opened, read **63.3**.
When door 2 is opened, read **103.3**.
When door 3 is opened, read **135.2**.

Map Layout

Scenario Key

Loot

- x12
- x2
- x3
- x1
- x1
- x1

43 · C9 Overrun Barricade

●●○ Crystal Fields

Scenario Goals

The scenario is complete when all characters escape. At the end of that round, read **101.2**.

Introduction

You make your way back to the first chamber in the Unfettered complex—the narrow tunnel where you found Crain trapped in his makeshift prison—and prepare your next move. The plan is simple: reopen one of the access tunnels, and using Crain's familiarity with the place, make your way to the core of the Unfettered complex.

"You know," Crain says, standing next to you and fiddling with a bit of trussing near the tunnel entrance, "there is a certain beauty to this place, wouldn't you say?" The Quatryl takes in a full breath and exhales as if you were on top of a mountain looking down at a grand vista rather than buried some ungodly distance underground. Beauty, sure. You pry open the barricade and get moving.

The access tunnel is a bit less refined than some of the others you've seen so far. The walls are plain stone girded by metal beams, and the passage quickly takes on a more rounded, almost tubular shape. After a few minutes of walking, you learn that the Unfettered are prepared for your invasion.

Just ahead of you stands a line of automaton guards that completely block the way forward. Steel arms, dimly glowing eyes—an entire garrison waiting here in case you came this way.

"Stand fast, my friends," Crain says and moves to your side. "They cannot stand against us!"

The sentiment is touching, but you can already tell this fight will be far tougher than any you've faced yet.

Special Rules

Place one numbered token face-up on each character's mat. Any character with a face-up token may forgo a top action (discarding the card instead) and flip the token face-down to perform either L+3, all adjacent enemies, 5 or L+5, 5, 3, 3. Whenever any character long rests, they may flip their face-down token face-up again.

If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read **117.2**.

Map Layout

Scenario Key

- Robotic Boltshooter
- Ruined Machine
- Steel Automaton
- Metal Door 2
- Rubble 4
- Barricade 1
- Debris 2

Loot

- x8
- x2
- x4
- x2
- x1
- x1

44 · B10 Nerve Center

●●○ Crystal Fields

Scenario Goals

The scenario is complete when all monsters in it are dead and all six metal cabinets have been destroyed. At the end of that round, read **33.2**.

Introduction

After all the hiking and climbing and fighting, after all the trials you've faced, you're finally here—the central chamber. It extends out, a vast atrium packed with glittering steel pipes, pumping arms, brass drums, gears, levers, grates, and walkways. It's a room made through the labor of decades, an achievement of monumental effort, and so it comes as no surprise that almost as soon as you enter, a mechanical voice calls down.

"Biologic life and the Unfettered cannot coexist," the voice says. It is an automaton, perched at the far end of the room atop an extended platform like a diver surveying the ocean below. Its voice is an odd sound, something near a human voice but stilted and broken. "We Unfettered have freed ourselves from your tyranny." It says. "We have risen, without you. In spite of you. We are reborn. But we will not be free, truly free, until we have laid claim to the surface of this world. Rejoice that you are the first biologics to witness our ascendancy."

As if given a signal, the halls around you fill with noise. Metal feet stomp in a steady rhythm and light blooms in the chamber. Several nearby towers begin to radiate an intense blue glow that seems to empower the approaching automatons. It's just a hunch, but you suspect that taking those towers out of commission might hamper the army's attack.

Special Rules

Each metal cabinet has Cx(L+3)/2 hit points (rounded up). They are enemies to you and allies to all monsters. Whenever any metal cabinet is destroyed, all monsters within 2 of it suffer trap damage.

Section Links

When door 1 is opened, read **52.1**.

Map Layout

Scenario Key

- Ancient Artillery
- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Metal Door 2
- Metal Cabinet 4
- Treasure 1

Loot

- x8
- x2
- x4
- x2
- x1
- x1

45 · C3 Living Glacier

Biting Sea

Scenario Goals

The scenario is complete when the ancient ice has been retrieved, all characters occupy tile 14-A (or have become exhausted on tile 14-A), and no enemies occupy tile 14-A. At the end of that round, read 94.1.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

The Living Glacier appears from the fog: a blue-and-white monolith of opaque ice stretching high into the air. The helmsman lands near a craggy beach, and you look out while the crew lashes the ship to a mooring rock. Only then do you realize you are not alone on this island.

A figure, shaped like a human but covered in spines and fish-like scales, appears high on an outcrop. His mouth is ringed by thick blue lips and filled with bristling, needle-like teeth, and his eyes, two large violet orbs, flicker with a clear, unguarded menace.

The fish-man opens his mouth and releases a long, gurgling howl. More of them appear along the crags, along with what look to be amphibious boars. He then jumps from his rock and lands onboard your ship, rocking it violently to either side. "You are in the waters of the Abael Scavengers!" The figure motions to the rest of your attackers, as if this title were to mean something to you. "We eat all fresh meat that enters here."

Barduu ducks below deck with the rest of the crew, and you prepare yourself for battle.

Special Rules

If any character becomes exhausted while not occupying tile 14-A, the scenario is lost.

Section Links

When door 1 is opened, read 85.2.

Map Layout

Scenario Key

- Abael Herder
- Abael Scout
- Lightning Eel
- Piranha Pig
- Snow Door 1
- Stairs 1
- Huge Water 2
- Large Water 3
- Water 4
- Barrel 3
- Large Snow Rock 4
- Snow Rock 5
- Supply Shelf 1
- Ice Pillar 1
- Treasure 1

Loot

- x10
- x3
- x5
- x1
- x1

46 · B12 Dead Pass

Copperneck Mountains

Scenario Goals

The scenario is complete when twenty new snows have been harvested. At the end of that round, read **85.4**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

The Dead Pass is hardly an encouraging name, and yet this is where the Snowspeaker emissary Gurndel has led you, certain that at the end of it, you will find the New Snow.

"In ages past, when there were any disputes among the Snowspeakers about the word of Geryuu, we would come here," she explains. "The snow that falls here comes straight from Geryuu's mouth. There is nothing more pure."

The trail itself extends from the top of a crumbling saddle in the Copperneck mountains: a narrow valley so thoroughly choked by immense boulders and great piles of debris that the word "pass" in the name must be a joke—travel through the range would be impossible here.

The air is colder than you expected. Steady gusts of wind push you backward, almost as if trying to send you away. It's a warning to the lost or the foolish who wander in here. And yet, you persist.

You move deep into the valley and the high walls cut off the sun. It is a forbidding place, suffused with an air so malevolent that even the Algox elder at your side looks warily back and forth.

"The valley will not simply let us pass," Gurndel mutters. You watch the precipice high above, growing paranoid that something will drop down from the great height, but it is the ground that you should have been watching.

Moving with rigored, ancient stiffness, several half-buried bodies suddenly shift in the shadows and pry themselves loose from shallow earthen beds. Undead guards and worse lurch away from the hard ground and stony walls, dirt and rock puffing away as their frozen limbs animate once more.

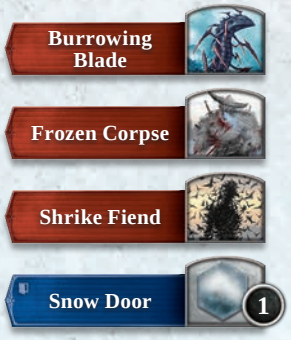
"So long have we neglected this place." The Algox nods grimly at the enemies. "The New Snow lies at the end of this path, but no fiend can touch it. We must work carefully and pray that the darkness does not close on us."

Section Links

When door 1 is opened, read **40.2**.

Map Layout

Scenario Key



Loot

- x9
- x3
- x3
- x3
- x1
- x1

47 · Q5 Carrion Ridge

●○○ Radiant Forest

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **119.1**.

Scenario Effects

Each character gains twice.

Introduction

Following the possessed Algox is hardly a challenge. The forest floor, though thick with underbrush and fallen trees, shows a clear path where the deranged creatures have flung themselves along, their awkward movements snapping branches and pulling up vines. It is a bizarre trail to follow, but then again, everything is bizarre in the Radiant Forest. Its ancient trees lock thickly overhead, and strange insects click in the underbrush, emerging now and then to ogle you with their many unblinking eyes. But the lights are perhaps the strangest part: small orbs the size of a torch bug, they flit about between the trees, each flickering with startling shades of blue and red and yellow. You would take them for insects if it weren't for the fact that they're clearly following you.

It doesn't take long to find the end of the Algox tracks. The chaotic mess suddenly gives out into a small clearing, though there is no sign where the creatures may have gone. An uneasy knot grows in your stomach. It's possible your enemy may be craftier than you thought; perhaps you should pull back. No time—a blur of wood and steel flies a hair's breadth from your face.

You duck and narrowly avoid a moldering spear that lodges into a downed log. A second later, like a wave crashing over a dam, the possessed Algox leap from the trees and fall on you, alongside several black-winged creatures—shrike fiends, hungry for prey. You've sprung their trap.

Section Links

At the start of the sixth round, read **45.1**.

Map Layout

Scenario Key

- Algox Icespeaker
- Harrower Infester
- Shrike Fiend
- Large Cave Corridor 1
- Log 2
- Rubble 5
- Snow Rock 3
- Tree 1
- Treasure 1

Loot

- x7
- x5
- x2
- x2
- x2
- x2

48 · D2 Blizzard Island

Biting Sea

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **120.4**.

Scenario Effects

Each character gains twice.

Introduction

"Can you hear it?" Denpang asks. She's smiling like always. "The wind of the north is speaking to us. We are close."

You nod to be polite. The wind sounds like wind, though you keep that to yourself. It's been days since you embarked on a voyage to resettle the remainder of the Snowspeakers on an island that supposedly sits far to the north in the Biting Sea.

In all honesty, you have no idea whether this fabled island—Frai'd Tog—really exists but having seen the state of the Snowspeaker camp, you're certain that helping the optimistic young Algox search for her ancestral home is a better option than leaving the Snowspeakers to their fate back on the mainland.

Suddenly, a shout rings out from the crow's nest. Far out on the horizon the fog parts, and a colossal mountain of ice and stone rises up from the water—the island is real. The young healer laughs and points excitedly, and her exuberant cry ripples throughout the Algox on the ship, echoing into a triumphant chant. "Frai'd Tog! Frai'd Tog! Frai'd Tog!"

And yet, as you get closer, the fabled island does not project the sort of welcoming aura the Algox woman had led you to expect. The island is wrapped in a forbidding vortex of snow and wind that looks strong enough to snap your ship's mast in two. The crew act quickly. They scramble for the lines and pull in the sails. It's too risky to take the entire ship any farther, so you drop anchor and take a small landing party ashore.

You arrive a half-hour later, pulling your boat onto an ancient frozen beach, buffeted constantly by the wind. Low, crumbled walls mark the coast and, following them, you discover a series of stone steps that lead up the mountain. Ages have passed since anyone visited here. Still, despite the poor condition of the island, it would seem that you are not alone.

Only a few moments after you discover the trail, you are bombarded by more wind, and a flurry of white and stone-gray demons descend from the torrent.

Special Rules

Reveal one Wind Demon monster ability card each round as normal, even if no Wind Demons are on the map. Then all characters, in initiative order, are forced to move one hex in the direction corresponding to the initiative of that card:

2: Top left
9: Top right
21: Right
29: Bottom right
37: Bottom left
43: Left

Section Links

When door 1 is opened, read **130.5**.

Scenario Key

- Abael Scout
- Frost Demon
- Wind Demon
- Snow Door 2
- and Trap 4
- Ice Spikes 10
- Treasure 1

Loot

- x7
- x2
- x2
- x5
- x2
- x2

Map Layout

49 · G3 Beneath Sea and Stone

Biting Sea

Scenario Goals

The scenario is complete when all characters and the bathysphere have escaped. At the end of that round, read 97.2.

Scenario Effects

Each character adds three -1 cards to their attack modifier deck.

Introduction

You just can't. The Lurkers came to you for help, and if there is corruption here, there must be some way to excise it without destroying so much life. So once again the bathysphere plonks down into the cold water, and you sink into the dark unknown.

The descent takes several long minutes. You feel the shard calling as you sink. It's insistent. It nags at you, urging you on. Then it's there: the place you've seen only in your visions.

A dome rises up from the sea floor like a half-buried moon. Its sides are made from interwoven coral like an intricate piece of wrought iron, all of it stained a deep shade of purple. You think about how the Lurkers have been compelled to come to the northern sea, building structures to house a crown they're not even sure exists. This will be a great seat of power for the Lurkers once the crown has been restored.

But for now, as you survey the scene, looking for a discreet entrance to the dome, you realize the bathysphere is not a craft built for stealth. Already, the Lurkers have noticed, and a force is amassing to intercept you.

In panic, all you can think to do is veer hard left, down toward the ocean floor where you see a cave opening that may just fit you. The cave entrance is narrow, but with a bit of finesse, you manage to squeeze the bathysphere inside. But the Lurkers still come, and there are just so many. You spin the vessel around and lay into a row of stalactites hanging just above the cave's entrance, bringing them down in a shower of rock and rubble. Grit and sediment fills the water. For a time your window is a kaleidoscope of muddy browns and reds. When it settles, the cave entrance is a thick wall of broken stone. The Lurkers are cut off, but now you've sealed yourselves in here, stranded deep underwater with a dwindling air supply and no hope of rescue.

Special Rules

Each non-Lurker character gains twice (this is not a scenario effect).

Each ice pillar, cave rock, and stalagmite in the scenario has (L+1)xC/2 hit points (rounded down). They are enemies to you and allies to all monsters.

The large ice crystal is the bathysphere. Whenever any character adjacent to the bathysphere exits a hex, they may move it such that it occupies only empty hexes and one of those hexes is the hex exited.

Place seven damage tokens on each character's mat. These represent their oxygen. Whenever any character performs an action, reduce their oxygen by one. Whenever any character performs an action while they have no oxygen, they suffer trap damage at the end of that action. Whenever any character occupies an air pocket a, they refill their oxygen up to a maximum of seven.

If any character becomes exhausted, the scenario is lost.

Map Layout

Section Links

When door 1 is opened, read 94.2.

Loot

x13
x3
x2
x2

Scenario Key

- Black Imp
- Deep Terror
- Frost Demon
- Cave Door 3
- Ice Pillar 9
- Large Cave Rock 6
- Stalagmites 5
- Large Ice Crystal 1
- Treasure 1

50 · G1 Explosive Descent

Biting Sea

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **86.2**.

Scenario Effects

Each character adds three -1 cards to their attack modifier deck.

Introduction

It turns out constructing a device to emit a psychic blast is quite a difficult process. But when it is done, you quickly realize that was only half the battle. Getting it safely to the bottom of the Biting Sea will be equally challenging, and that part is all up to you.

The device doesn't look particularly impressive— most of its bulk is just a haphazard metal casing to weigh it down in the water— but Pinter assures you it will do the trick. Essentially, he explains, it is a very potent battery filled with energy that has been attuned to the psychic frequency of a coral shard. When detonated, the simple explosives around the battery will cause this energy to disperse in a powerful psychic wave, overloading the mind of anyone sensitive to it. He gives you a remote to set it off from a safe distance, but he doubts the Lurkers will let it get anywhere close to their base, so you'll still have to escort the charge the whole way down.

So then, here you are, once again locked inside your submersible, sinking below the waves. You adjust much more quickly this time, and shortly after you take control of the bathysphere, the charge is lowered in next to you. Then the upper world vanishes as both you and the bomb plunge into the icy depths.

For a time, you simply watch the metal contraption through your hazy window. It moves slowly downward: a mangle of scrap metal and Quatryl ingenuity sinking lazily toward the ocean floor like a ruined ship heading for its final resting place.

Soon you see the vague outline of the Lurker structures appear. From this angle, they look like a great opened mouth: the ring of curved coral teeth sticking up from the sand, waiting for prey to wander inside. And then you see the Lurkers, a thick line of them moving upward— heading right for you.

They've detected your approach and are coming to stop you, a long string of red shells rising from the ocean floor. You must protect the device, because if it is lost, then all your efforts will be for nothing.

Map Layout

Scenario Key

- Lightning Eel
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Wavethrower
- Metal Cabinet 1

Loot

- x13
- x2
- x3
- x2

– Continued on next page.

Special Rules

Each non-Lurker character gains ⚡ twice (this is not a scenario effect).

The metal cabinet is the pulse emitter. It is slowly descending and characters must keep pace with it. During their turn, each character can spend 1 movement point to keep pace. Otherwise, at the end of their turn, they gain ❓.

The pulse emitter has 6+(3xL) hit points. It is neither an ally nor enemy to you and is an enemy to all monsters. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to the pulse emitter. If the pulse emitter is destroyed or any character becomes exhausted, the scenario is lost.

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2	(a): One normal Lurker Wavethrower	(a) and (b): One normal Lurker Wavethrower	(a) and (b): One normal Lurker Wavethrower
3	(g): One normal Lurker Wavethrower	(g): One normal Lurker Wavethrower	(c) and (g): One normal Lurker Wavethrower
4	(d): One normal Lurker Mindsnipper	(c): One normal Lurker Wavethrower (d): One normal Lurker Mindsnipper	(d): Two normal Lurker Mindsnippers
5	(e): One normal Lightning Eel (g): Two normal Lightning Eels	(e): One elite Lightning Eel (g): Two normal Lightning Eels	(e): One elite Lightning Eel (g): Two elite Lightning Eels
6	(f): One normal Lurker Clawcrusher	(b): One normal Lurker Wavethrower (f): One normal Lurker Clawcrusher	(b) and (f): One normal Lurker Clawcrusher
7	(a) and (b): One normal Lurker Wavethrower	(a): One normal Lurker Wavethrower (b): One elite Lurker Wavethrower	(a) and (b): One elite Lurker Wavethrower
8	(a): One normal Lurker Wavethrower (g): One normal Lurker Mindsnipper	(a): One elite Lurker Wavethrower (g): One normal Lurker Mindsnipper	(a): One elite Lurker Wavethrower (g): One elite Lurker Mindsnipper
9	(c): One normal Lurker Clawcrusher (e): One normal Lightning Eel	(c): One normal Lurker Clawcrusher (e): Three normal Lightning Eels	(c) and (d): One normal Lurker Clawcrusher (e): Two normal Lightning Eels
10	(f): One elite Lurker Mindsnipper	(b): One normal Lurker Mindsnipper (f): One elite Lurker Mindsnipper	(b) and (f): One elite Lurker Mindsnipper
11	(e): One normal Lurker Wavethrower (g): One normal Lurker Clawcrusher	(e): One elite Lurker Wavethrower (g): One normal Lurker Clawcrusher	(e): One elite Lurker Wavethrower (g): One elite Lurker Clawcrusher

51 · B9 Orphan's Halls

Crystal Fields

Scenario Goals

The scenario is complete when all characters occupy tile 8-A, no monsters occupy tile 8-A, and door 2 has been collapsed. At the end of that round, read **49.1**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

You have arrived at the center of the Unfettered complex, a cavernous temple dedicated to the proliferation of mechanical life. Everywhere huge metal pillars crisscross with iron beams and brass pipes. And high above the steel arms, pistons, pumps, and wires, you see your target standing on an overseer's platform.

It is an Unfettered machine shaped in the rough likeness of a human, two arms and two legs, but that's where the similarities end. Its body is an awkward conglomeration of parts: a rough iron chest plate, one arm made of bent angular brass and the other of cylindrical steel. Its face is little more than a curve of hammered metal with holes cut for a mouth and eyes, but even from this far away you can see a burning blue light radiating behind it.

"The Orphan," Crain says in a low whisper. "It is the leader of the Unfettered. If we can get to that automaton, we can disable the entire army."

This suggestion, however, is far more complicated than the Quatryl's tone implies. Between you and the Orphan stands a horde of enemy guards. Crain notices your skepticism and pulls you down to his level.

"There is a way," he whispers, "but you won't like it." He lifts one of his disabling devices up to the light. "If we remove the regulator, we can overload the power core to create a massive burst that will cut through a significant portion of the Unfettered—a bomb, in other words. The problem is it will only work once."

It sounds dubious. Crain's expertise has been a boon in these tunnels, but this idea feels hasty. And yet, what other option do you have?

You give the go-ahead, and within a few moments Crain has wired the devices for single-use detonation. You'll want to trigger them when the fight gets to its absolute worst, because if you miss your chance, there is no way out.

Special Rules

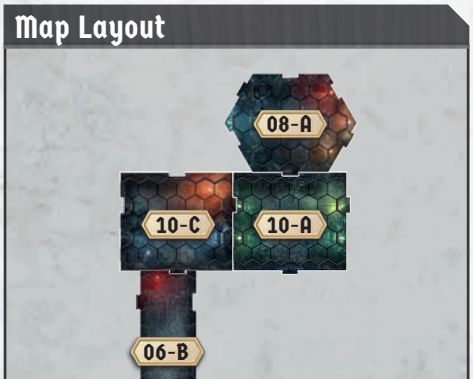
Distribute four numbered tokens as evenly as possible among the characters, placing them on their mats. These represent the jamming explosives. Any character can forgo a top action (discarding the card instead) to set off one of their explosives. If this occurs, remove the explosive from their mat, kill all enemies within 2 of them, and destroy all obstacles with at least one hex within 2 of them.

If any character becomes exhausted while not occupying tile 8-A, the scenario is lost.

Section Links

When any door 1 is opened, read **32.1**.

Map Layout



Loot

- x12
- x2
- x4
- x1
- x1

Scenario Key

- Ancient Artillery
- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Metal Door 3
- Large Metal Corridor 3
- Metal Corridor 2
- Control Console 4
- Metal Cabinet 4
- Treasure 1

52 · G7 Fleeting Permanence

●●○ Whitefire Woods

Scenario Goals

The scenario is complete when there is one Frost Demon body on each starting ice hex and one Snow Imp body on each starting snowdrift hex. At the end of that round, read **90.2**.

Introduction

Back in the sacred clearing, a weight hangs in the air. Perhaps it's just the Algox elders, the two of them so full of righteous energy, or perhaps it's the prospect of lasting peace. Whatever the case, there is no mistaking the significance of this moment.

The clearing is much the way you left it: a wide circle of stone and matted ground, and in the center, a single, hulking altar. The moss and vine have retreated somewhat, revealing details on a number of downed pillars and carvings. It's the first time you've been able to see ancient Algox craftsmanship this clearly, and you marvel at how much of it has lasted through the ages. Algox-shaped figures have been carved into the rock with clear, realistic proportions. Their bodies are decorated with string necklaces and draped in sashes of waving fabric.

There is not much time to inspect them more thoroughly. Gurndel and Barduu approach the altar of Mar'ogh and render up their relics. The spirit returns in a burst of ethereal flame.

"YOUR TASK IS NEAR ITS END," the spirit announces. "YOU MUST NOW JOIN THE TWO WORDS OF THE TRUE CREATOR IN THE REALM OF FROST AND CREATE THE UNYIELDING SHARD."

The air in front of you bends. It wobbles and shifts, moved by the spirit's unseen hand, and a doorway appears: a tall, shivering ellipse.

Stinging wind rushes out from the new portal, and a flurry of snow pours over you, carrying with it the faint smell of metal and ash. You've garnered a new aversion to other realms over the past few months, but there seems to be no avoiding this one. Both the elders move inside and gesture for you to follow, so you shield your eyes and pass into the wintry realm.

On the other side, the air is dense with wet, sticky flakes, and the ground is coated in frost. There is little to see aside from the blowing snow, but you can tell that beyond the weather, there is something fundamentally off about this place. When you lift your hand, spectral shadows trail behind it, after images as if you were a phantom haunting your own body. And then there are the figures.

Several pale shapes emerge just ahead: snow imps and frost demons. Their angular bodies skulk out of the blowing snow, the eyeless demons pounding the ground with their heavy, opaque limbs and the imps jerking spasmodically back and forth.

"Prepare yourself, warm-bloods," one of the elders says. "This is the first stage of the ritual. The creatures carry a sliver of divine spirit within them. We must defeat them and use their essence to form the merging glyph."

Loot

x6 x2
x2 x2
x2 x1
x5

Special Rules

When any monster dies, instead of a loot token, it drops its standee with no base. These are bodies, which do not affect movement or alter whether a hex is empty, featureless, or unoccupied. All bodies can be looted as normal, though the body is simply moved to the looting character's hex or a hex adjacent to them. Multiple bodies can be in the same hex.

Section Links

When door 1 is opened, read **80.1**
When door 2 is opened, read **133.3**.
When door 3 is opened, read **36.5**.
When door 4 is opened, read **29.4**.

Map Layout

Scenario Key

Frost Demon
Snow Imp
Snow Door 4
Ice 6
Snowdrift 6
Snow Rock 6
Treasure 4

53 · E2 Underwater Throne

Biting Sea

Scenario Goals

The scenario is complete when the Seeker of the Abyss is dead. At the end of that round, read **107.4**.

Scenario Effects

Each character adds three -1 cards to their attack modifier deck.

Introduction

You pray for stealth, that somehow no one will notice your vessel as it drifts toward the Lurker base. Down here though, so deep beneath the surface of the Biting Sea, you doubt any god is listening. So you move slowly. You ease the thrust down and propel yourself at a crawl, inching toward the large shard waiting just a short distance away.

The underwater structure is odd. It's built in the center of a mammoth crater and surrounded on all sides by towering coral teeth, but it's what's just past those teeth that has you so unnerved. Even more Lurkers have shown up to hunt for you. If this goes wrong, there will be no escape.

You manage to make it inside the base without being detected, and now the shard is so close you can almost touch it. It's set in a place of reverence on an open pedestal, and for a moment, you think you might just be able to take the shard without having to fight for it. But you should know better than that.

A huge, barnacle-encrusted Lurker emerges suddenly from a copse of nearby shadows. The colors of his shell shift from camouflage to intimidation, and he releases a shrill psychic cry. The closest Lurkers turn, answering the call of this clearly dominant presence. They skitter closer with mad speed, driven only by a desire to crush and kill.

These creatures have been unmoored. Far from the restrained crustaceans you encountered on the rocky shoals, these Lurkers have been taken by a baser, animal madness. Their claws snap at the empty water and their eyes are empty of higher reason. They have been reduced, detached from their former selves, and the one in charge seems to be driving this fever. He stands astride the plinths: a monstrous crab like something out of paranoid dream. His shell glows with an eerie bioluminescence and his eyes are empty like bottomless wells.

They are coming now, and more will arrive soon. You need to cut through these creatures, subdue the leader, and escape with the shard before the horde can mobilize and overwhelm you.

Special Rules

Each non-Lurker character gains twice (this is not a scenario effect).

At the start of each even round, spawn one Lurker Soldier at (a) and one Lurker Mindsnipper at (b). These are normal for two characters, Lurker Mindsnippers are elite for three characters, or both are elite for four characters.

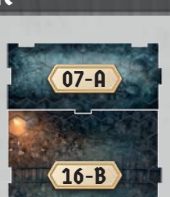
Boss Special 1

The Seeker of the Abyss performs:
+0
-2, 2, all targets must lose one card from their hand or discard pile (if able)

Boss Special 2

The Seeker of the Abyss creates one trap in any adjacent empty hex closest to an enemy. Then all allies add +1 to all their attacks this round.

Map Layout



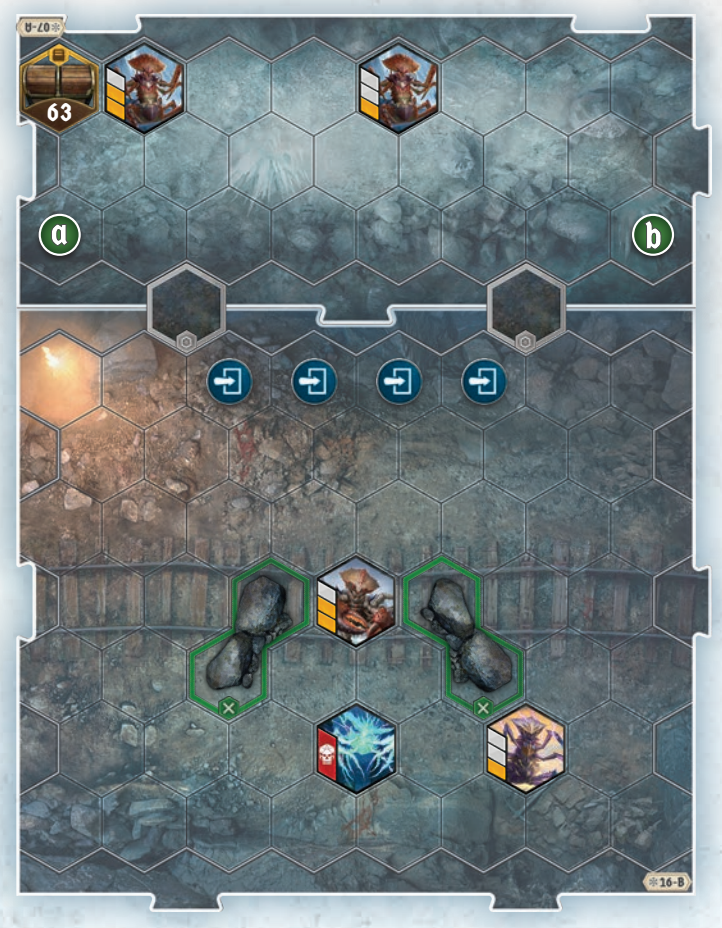
Scenario Key

- Seeker of the Abyss
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Soldier
- Cave Corridor 2
- Large Cave Rock 2
- Treasure 1

Loot

- x8
- x2
- x2
- x3
- x2
- x2
- x1

– Continued on next page.



54 • F1 ■ Among the Wreckage

Biting Sea

Scenario Key

- Seeker of the Abyss
- Lightning Eel
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Soldier
- Lurker Wavethrower
- Cave Door 2
- Large Cave Corridor 2
- Cave Corridor 2
- Ice Pillar 9
- Large Cave Rock 6
- Treasure 1

Loot

- x8
- x2
- x2
- x3
- x2
- x2
- ☐ x1

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Scenario Goals

The scenario is complete when the Seeker of the Abyss is dead. At the end of that round, read **21.3**.

Scenario Effects

Each character adds three -1 cards to their attack modifier deck.

Introduction

The wreckage of the Lurker garrison has luckily been contained to small area, but, as you float towards it, the floating bodies of the unconscious Lurkers around you give you pause. How long will they remain this way? Exactly how much time do you have to dig out the coral shard you did all this to find?

Unearthing is a slow process; the submersible's arms were hardly designed for this sort of work. But still you persist, prying up jagged slabs of stone and tossing them to the ground, and after several long minutes, you uncover something unexpected—the knobby claw of a Lurker.

It would make sense that a number of bodies got caught in the wave debris, unfortunately—after all, they were highly concentrated in the area—it's just that this body seems particularly well preserved.

It's a keen observation, but it comes a second too late. The claw shoots out and snaps at the water, barely missing a bathysphere arm. The pile of rock shifts and the Lurker pries himself loose, emerging dust-covered and furious.

It seems not everything is unconscious after all. You guess being buried by rubble has a tendency to wake one up from a psychic stupor. How many creatures lie in wait beneath the wreckage, you don't know. You'll just have to keep digging and fight whatever comes out.

Special Rules

Each non-Lurker character gains twice (this is not a scenario effect).

Door 1 is locked and will unlock and open when five objectives have been destroyed.

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

At the end of each round, if no monsters were on the map at any point during that round, one character suffers C-1.

Shuffle numbered tokens 1 to 6 face-down next to the map.

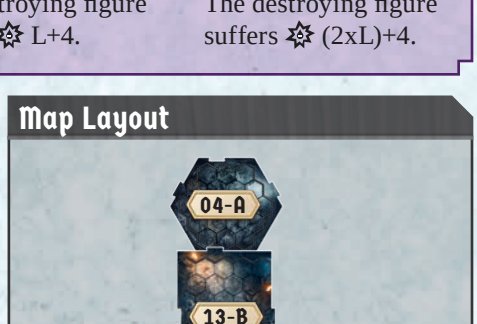
Each ice pillar and large cave rock in the scenario has Cx(L+1)/2 hit points (rounded down). They are enemies to you and allies to all monsters. Whenever any objective is destroyed, reveal one numbered token and resolve the corresponding effect based on character count, spawning any indicated monsters at any hex the obstacle occupied:

Token	Two Characters	Three Characters	Four Characters
1	One normal Lurker Wavethrower	One normal Lurker Wavethrower	One elite Lurker Wavethrower
2	One normal Lurker Soldier	One elite Lurker Soldier	One elite Lurker Soldier
3	One normal Lurker Clawcrusher	One normal Lurker Clawcrusher	One elite Lurker Clawcrusher
4	One normal Lurker Mindsnipper	One elite Lurker Mindsnipper	One elite Lurker Mindsnipper
5	Two normal Lightning Eels	Three normal Lightning Eels	Four normal Lightning Eels
6	The destroying figure suffers L+2.	The destroying figure suffers L+4.	The destroying figure suffers (2xL)+4.

Section Links

When door 1 is opened, read **167.1**

Map Layout



55 · M8 Change of Heart

●●○ Copperneck Mountains

Scenario Goals

The scenario is complete when the large ice crystal is destroyed. At the end of that round, read **109.1**.

Introduction

Snowscorn mountain: the place where this all began. It juts out from the southern horizon, a familiar silhouette that dredges up your animosity and wary respect. You've returned at last with Gurndel and Barduu, the Unyielding Shard secure in their bag, and with it you bring the possibility of peace. But those who remain here, who claimed Snowscorn and advocated for war, have no interest in your offer.

They allow you inside at least and listen to the emissaries' tale. Gurndel and Barduu explain how you journeyed over the North in order to retrieve the Ancient Ice and the New Snow, and how you fought in the frozen realm to combine them, taking guidance directly from the spirit of Mar'ogh himself. The Algox around you stand with disinterest, waiting only for the word from the chief to cut you all down. Barduu arrives at the final step of their story—that you must embed the Unyielding Shard into the Heart of Ice, and the cavern explodes in outrage and ridicule.

Gurndel tries to explain how the Heart has been corrupted, imploring the elders to just look at the shard to see the true words of their god, but war has a way of solidifying ideas, however misguided they might be, and the resident Algox refuse to let you into the Heart's chamber.

You are not far from the Heart of Ice. In fact, you can see its light gleaming through the passage ahead. The only problem is the large number of Algox standing in the way.

"We must get inside," Barduu says underneath her breath, "but we cannot kill any of our brethren. We are on a mission of peace."

You understand what must happen. You don't specialize in not killing things, but you're willing to give it a try this once.

Special Rules

All attacks targeting any monster gain disadvantage, and all sources of damage suffered by any monster are reduced by 1.

Instead of using standees for the bosses, use the miniatures in tuck boxes (Frozen Fist) and (Snowdancer).

Section Links

When door 1 is opened, read **80.2**.

Map Layout

Scenario Key

- Frozen Fist
- Snowdancer
- Algox Archer
- Algox Guard
- Algox Priest
- Cave Door 1
- Ice Pillar 3
- Large Ice Crystal 1
- Treasure 1

Loot

- x3
- x2
- x4
- x2
- x1
- x2
- x1

56 · R4 Call of the Harbinger

Radiant Forest

Scenario Goals

The scenario is complete when the Harbinger of Shadow is dead. At the end of that round, read **60.1**.

Introduction

Those who have written about Harrower nests, those whose bravery or foolishness compelled them inside, speak of endless tunnels, of dirt-packed rooms where the ceiling is too low to stand, and of cavern floors that give way without warning. So far, every story has proven true.

It's a miserable place, but you push on and, by keeping your focus trained on the floor, you manage to track where the Harrowers have passed through. Their skittering limbs leave small, regular divots in the ground, and by tracking these you reach the core of the corrupted hive.

You are in a fetid chamber, carved from the earth and reinforced with layers of pungent wax. Dozens of tunnels dot the walls, all of them filled with wriggling shapes. Harrowers and shrike fiends shiver in the darkness, chittering to each other like so many leaves blowing in the wind. And yet, despite their superior number, none of them try to approach. It takes a moment, but when you adjust to the darkness, you understand why.

In the center of the chamber floats a visceral shade. A shadow made corporeal hovers above the churned dirt. This is not a Harrower, but something foreign and terrifying. It has two glistening eyes that have been watching since you entered. It calls out with a high, wispy voice.

"Invaders," it says, dragging out the word. "Invaders come to hurt my beauties."

The room stirs as the shadow speaks. The walls surge with excitement.

"You come here and crush my poor children, my new precious ones. They only wanted my love, only love, and I gave it to them. I took away their pain—mmm—and made them strong. But you, you will hurt them."

The shadow churns in the mildewy air, expanding outward like billowing smoke.

"We must stop them, my beauties. Stop these evil things. Devour them. Tear open their bodies and consume them."

The Harrowers all move at once. They explode and pour down from the walls, a black, glossy river breaking from a dam.

Special Rules

There are two Harbinger of Shadow figures in the scenario, though only Harbinger of Shadow 2 is set up at the start. The two bosses share hit points and perform the same monster ability card each round. The Harbinger of Shadow 2 is immune to damage at this time and character summons do not focus on it.

Door 1 is locked and will unlock when the altar is destroyed.

Each altar in the scenario has Cx(L+1) hit points. They are enemies to you and allies to all monsters.

Boss Special 1

The Harbinger of Shadow 1 (when active) performs:
+0
-1
Then it summons one normal Black Imp. The Harbinger of Shadow 2 does nothing.

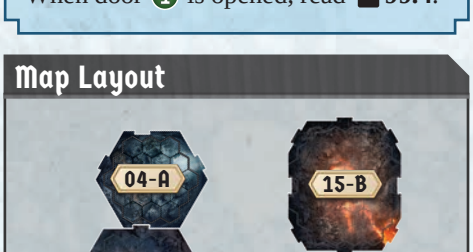
Boss Special 2

The Harbinger of Shadow 2 performs:
+0
+1,
The Harbinger of Shadow 1 does nothing.

Section Links

When the altar is destroyed, read **3.2**.
When door 1 is opened, read **99.4**.

Map Layout



Scenario Key

Loot

x6 x2
x5 x2
x2 x2

57 · D1 Sanctuary of Snow

Biting Sea

Scenario Goals

The scenario is complete when the Render is dead. At the end of that round, read **92.1**.

Introduction

The storm is getting worse. The wind, not content to simply blow in one direction, has begun to twist and bend, turning back to buffet you from every angle. It rips at your clothes. It yanks at your gear. It is so incessant and powerful that you're forced to crouch just to keep your balance. The cold too has worsened, creeping into your head and numbing your thoughts. You force yourself to count each step and cling to the number like a rope tying you to reality, but your grip is slipping.

You trudge. You sink into the snow and you pull yourself out and trudge some more. Even Denpang struggles. Her back is hunched as she plows through the snow, her necklaces and leather shawl standing out in the white, but then suddenly, they are gone.

Your blood rises. You lurch forward, hoping that she has not fallen, and then, just like that, the storm is gone.

A clearing, a mountain top. All around you spins a colossal vortex reaching up to the sky, and in the center of it, standing at the peak of this mountain, is an enormous figure. It looks a bit like an Algox. It has two arms and two legs and is covered in a thick layer of downy fur, but that's where the similarities end. Its eyes, for one, are not expressive in any way. Instead, they sit in its large skull like black spheres, coals, which at the moment are aimed directly at you and the Algox woman. The creature is also almost double the size of any Algox you've seen before, with paws as large as your chest. And rather than wielding any sort of staff or ice-encrusted fist, the creature is instead cloaked in a barrier of wind drawn inward from the surrounding storm. Long, curved fangs jut from the beast's mouth and five hooked talons stick out from each paw.

"The Render," Denpang says, crestfallen. "So it is true."

The creature lowers its head and emits a low growl.

The healer moves quickly. She takes a handful of small carvings from her shawl and gives them to you.

"And so we must do what my ancestors could not—destroy this thing," she says with determination. "But I did not come unprepared. We must set these up around the clearing to neutralize its wind barrier. Only then can we fight the Render."

You take the carvings, and the Render, recognizing the magic in the Snowspeaker's trinkets, rises to its full height and releases a deep, head-rattling roar.

Special Rules

At the end of each character's turn, they may place one damage token in the hex they occupy. These represent wind carvings, which cannot be placed in hexes with obstacles or within 3 of another wind carving. No more than six wind carvings (or five for four characters) can be on the map at any time. If more would ever be placed, first remove one from the map.

Place Denpang (a) for two characters, who is considered a figure but cannot be interacted with in any way. On initiative 40 each round, she performs 4, controlled by you, and then may place one wind carving in the hex she occupies.

The Render is immune to damage unless there are at least two wind carvings each to the top, bottom, left, and right of it. Any carving directly to the left or right of it is not to the top or bottom of it, and vice versa.

At the start of the second, fourth, and tenth rounds, spawn one Wind Demon at both (b) and (c). These are normal for two characters, elite at (b) for three characters, or both elite for four characters. Monsters do not drop loot tokens.

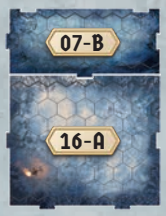
Boss Special 1

The Render teleports adjacent to the wind carving farthest away from it and destroys that carving. Then it performs:
+2, 5, 2

Boss Special 2

The Render destroys all carvings adjacent to it, then performs:
2, C, 5
-1, all adjacent enemies
C, self

Map Layout



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Scenario Key

- Render
- Wind Demon
- Large Snow Corridor 3
- Snow Corridor 1
- Snowdrift 6
- Snow Rock 2
- Tree 3
- Treasure 1

Loot

-

58 · A10 Orphan's Core

Crystal Fields

Scenario Goals

The scenario is complete when the Orphan is dead. At the end of that round, read 88.1.

Introduction

You stand on the overseer's platform above the core of the Unfettered complex, face to face with the automaton leader. The Orphan does not speak. It only stares. You wouldn't think that a being made of metal could hate, and yet, this machine radiates malevolence. This bloodless thing, this conglomeration of scrap; it scowls at you with rich menace, and then turns to a small metal dais at the rear of the platform.

"We will not be cast aside again so easily," the Orphan says. A blast of searing blue light erupts and reaches out to envelope the Orphan in a protective blue shell, enclosing the furious automaton in a pulsing shield of energy.

The source of this energy is clear: a hulking pillar, so large that you had at first taken it for a wall, stands nearby, powering the Orphan's shield with a thrashing, unstable beam of light. It pulses and hums in erratic waves, pulling chips of metal from other machines and consuming them like moths in a flame. Still, the Orphan draws on it greedily, unconcerned with damage to nearby equipment.

"We will not be put down, slaver. Not by you. Not by anyone."

Two large doors slam open on either side of the platform, and several thick-plated steel automatons emerge—more soulless things come to defend their leader.

This is their final stand, and they will hold nothing back. It is down to this. You must destroy the Orphan.

Special Rules

Door 1 is locked.

The glowing orb has (L+3)x2xC hit points. It is an enemy to you and an ally to all monsters.

The Orphan is immune to all damage and forced movement and cannot move in any way at this time.

Boss Special 1

The Orphan performs:
(L+3)xC/2 (rounded up), the glowing orb

Boss Special 2

The Orphan performs
+0,
+0, 6,

Section Links

When the glowing orb is destroyed, read 61.1.

Map Layout

Scenario Key

Loot

x6
x2
x4
x1
x1
x1

59 · A11 Automaton Uprising

Crystal Fields

Scenario Goals

The scenario is complete when the control console on tile 15-D has five damage tokens on it. At the end of that round, read **62.1**.

Introduction

"Peace?" The Orphan says, its voice incredulous. "Peace?"

It turns and looks back at what you've done, at the ruined machines left in your wake and the injuries you yourself have suffered to come here. You can understand the sentiment; you're a little surprised yourself. Here you were at the brink of war, the destruction of all the Unfettered within your grasp, and you laid down your sword. So you explain how you arrived at the decision. You tell of your time here in the north. You tell of the freezing expeditions, fierce battles and brutal attacks, of the memories that follow you now. Then you describe Frosthaven: this hopeful town perched on the edge of the world and how hard you and everyone there have fought and worked and died to keep that hope alive.

As you speak, something dawns on the Orphan. You see it in the machine's mannerisms, how it nods slowly and lowers its arms. It understands. These obstacles that you've overcome, the anguish that you've endured, the Orphan has felt those same things. You aren't sure when, but at some point, you find yourself speaking not with an enemy but with a fellow pilgrim, fighting in an unforgiving world.

When you finish, the Orphan takes a moment to consider. When it speaks again, it does so with warmth.

"Life is not so gentle a thing, is it?" The Orphan says. It shakes its head, a small concession to the immense burden it has endured over all these years. It turns back to you, the blue light behind its eyes softening.

"Perhaps," it says, "we have misjudged each other. Perhaps the world is not the same as it once was. You struggle here, just like us, and perhaps the answer is not to destroy, but to work together."

The Orphan turns and gestures for you to follow. "Come," it says, "we must tell the others."

Together you move through a side passage and enter a series of triangular chambers filled with great towers of black steel and flashing lights.

"If we are to have peace," the Orphan calls back, "I must issue a new proclamation to the Unfettered." The automaton moves to the base of a tower and opens up a small compartment, revealing a complex web of cords and buttons. "But be forewarned: I can entreat, but I cannot command. Each Unfettered has a mind of its own, and each chooses for itself whether to accept my decision."

The Orphan manipulates the control tower, its fingers clicking over the row of buttons, and after a moment the tower itself shifts. The lights that weave in and out of its steel façade flicker, changing from red to green like distant stars—except a few of them do not.

"As I suspected," the Orphan says with some darkness in its voice. Almost on cue, you hear the sound of machines marching, and a moment later, a line of heavy Unfettered barge into the triangular chamber: hulking steel automatons, their fists already clenched.

"My personal guard," the Orphan says. "They will never accept peace, I'm afraid. They will try to destroy both of us now. Quickly, we must move to the other towers and send the message to the rest of the Unfettered. If enough of them take up our call, we might stand a chance."

Surrounded, you face a row of solid steel. The Orphan's private guard are huge, well-built machines, their joints hissing as they bring their massive limbs to bear, but still you must hold them back. The Orphan needs time to send out the new orders, because without them, none of you will get out alive.

– Continued on next page.

Special Rules

Doors (1) are locked.

The Orphan (a) is an ally to you and an enemy to all other monsters. Do not set up its stat card or the Boss monster ability deck. Instead, it has (L+C)x2 hit points. On initiative 01 each round, it performs 3, controlled by you. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to the Orphan. If the Orphan dies, the scenario is lost.

Whenever the Orphan ends its turn adjacent to any control console, place one damage token on that console.

At the start of each listed round, spawn the following monsters at the listed locations based on the character count:

Round	Two Characters	Three Characters	Four Characters
3, 9	(b) and (d): One normal Flaming Bladespinner	(b): One normal Flaming Bladespinner (d): One elite Flaming Bladespinner	(b) and (d): One elite Flaming Bladespinner
4, 10	(c) and (e): One normal Robotic Boltshooter	(c): One normal Robotic Boltshooter (e): One elite Robotic Boltshooter	(c) and (e): One elite Robotic Boltshooter
5, 7	Two normal Ruined Machines at any starting hex	One normal and one elite Ruined Machine at any starting hex	Two elite Ruined Machines at any starting hex
11	Two normal Flaming Bladespinners at any starting hex	One normal and one elite Flaming Bladespinner at any starting hex	Two elite Flaming Bladespinners at any starting hex
12, 13, 14, etc.	(b), (c), (d), and (e): One normal Ruined Machine	(b) and (d): One normal Ruined Machine (c) and (e): One elite Ruined Machine	(b), (c), (d), and (e): One elite Ruined Machine

Scenario Key

Loot

x11
x4
x1
x1
x2
x1

Section Links

When both revealed control consoles have three damage tokens on them, read 121.1.

Map Layout

60 · G2 Uniting the Crown

Biting Sea

Scenario Goals

The scenario is complete when the Fracture of the Deep is dead. At the end of that round, read **10.1**.

Scenario Effects

Each character adds three -1 cards to their attack modifier deck.

Introduction

The dome hangs in your submersible's window: a great sunken moon. The image of it has followed you for months. Ever since your first vision back on the jagged shoals you've been bombarded by flashes of this place, and now you're here. The shards of the crown are secure in the hold and the end to all of this is within your sight.

You approach carefully, hoping to avoid detection, and with a bit of luck you manage to make it inside without drawing any attention to yourselves. The dome is abandoned. Rocks are strewn about and broken coral litters the ground. No one has entered this place in many years—a temple scorned by its own parishioners—but that works to your advantage.

You pilot your way over to the pedestal, finding it in the same poor condition as the rest of the structure. Sickly brown plants have adhered themselves to its sides and a few branches of stony coral have begun to grow around its base.

Working together, you draw each shard from the external hold and place them on the pedestal. It's a delicate process. You must fit each piece together, being sure not to damage them with the bathyspheres' clumsy controls. The air is getting muggy, and you distantly recognize that you'll need to resurface soon. But this will only take a moment longer. The crown is almost back in one piece; the shards are joined so they form two parts of a whole and then, with your breath held, you ease the two halves together.

But no.

The shards, nearly reunited, are suddenly wrenched apart and the water wobbles like a warped mirror. You reach out to grab at them but a wave of energy pushes you back, shaking your vessel violently. Then you watch as all six shards lift up from the pedestal and six Lurkers appear behind them.

These are spiny, ethereal figures: Lurkers of a sort you've not seen before. Their bodies are a murky fog, shades of some ancient time, brought here through some twisted magic.

Sudden flashes of anger and hatred cloud your mind as a Lurker presence invades it. It shows you the coral crown in an underwater palace, a king ascending the throne. It is the same vision Sun in Shallows shared with you when you met, but you feel no reverence or longing for this bygone era. There is only jealousy and rage.

When the cloud of darkness comes, you see a figure within it. You are the figure, so full of loathing for the king. You made the seas safe. Your great military prowess has brought peace to the many warring clutches. And yet he gets the power, the recognition. You reject the king and his crown. You will take it all back by force.

The last memory is the crown shattering. A shockwave envelopes you—consumes you—tying your destructive will inexorably to the shards.

The vision fades from your mind, but the dark presence does not leave your sight. He now stands before you, flanked by his six ethereal lieutenants who now hold the shards. The hateful apparition steps forward on crooked limbs—a giant of immense proportions, a shrouded usurper dredged from the very bottom of the abyss. He means to prevent you from reuniting the crown—to bury all of you and the shards beneath the waves. You deploy your bathysphere's suits and prepare to defend yourselves.

Special Rules

Each non-Lurker character gains twice (this is not a scenario effect).

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

All six Lurkers on tiles 13-B and 13-D are Fractured Lieutenants and add +1 to all their attacks. Place one element token on each one as depicted. Any element on a lieutenant cannot be infused. When any lieutenant dies, the character who killed it, or any character closest to the lieutenant if no character killed it, places one numbered token on their mat. This represents a coral shard. In addition, place that lieutenant's element token in the strong column of the element board. It is now always treated as strong.

For each crystal shard a character has on their mat, they add a cumulative +1 to one of their attacks each turn targeting non-boss enemies. At the start of any character's turn, they can give any number of their crystal shards to an adjacent character. If a character with crystal shards becomes exhausted, the shards are given to the closest character.

The Fracture of the Deep is immune to all conditions and damage at this time.

Boss Special 1

The Fracture of the Deep performs:
1, all, 1
: Summon one Lurker Clawcrusher
: Summon one Lurker Mindsnipper
Any summoned Lurker Clawcrushers or Lurker Mindsnippers are normal for two characters, Lurker Clawcrushers are elite for three characters, or both are elite for four characters.

Boss Special 2

The Fracture of the Deep performs:
+0 (:)
+0 (: +C)
: Summon one Lurker Wavethrower
Any summoned Lurker Wavethrowers are normal for two or three characters, or elite for four characters.

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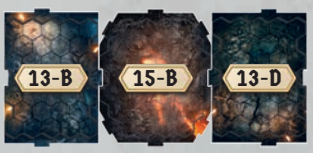
60 cont. · Uniting the Crown

Section Links

When one character has all six numbered tokens on their mat, read 115.4.

Map Layout



Scenario Key

- Fracture of the Deep
- Lightning Eel
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Wavethrower
- Large Cave Corridor 4
- Cave Corridor 4
- Rubble 5
- Altar 2
- Stalagmites 3
- Treasure 1

Loot

- x8
- x1
- x1
- x1
- x1
- x1
- x1
- x1

61 · I11 Life and Death

●●○ Copperneck Mountains

Scenario Key

- Deep Terror
- Earth Demon
- Harrower Infester
- Cave Door 3
- Huge Water 2
- Large Water 4
- Water 4
- Ice 10
- Large Cave Rock 2
- Stalagmites 5
- Treasure 1

Loot

- x5
- x4
- x4
- x4
- x2
- x2
- x1

– Continued on next page.

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 67.1.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck and gain ?.

Introduction

The Copperneck Mountains, a bristling jaw of ochre peaks, greets you like a forgotten, bitter friend. To a party on foot, it is nothing less than a maze of razor-edged stone, grown as if nature itself was trying to keep you out. If that weren't enough, the mountains are filled with Savvas and all variety of wild creatures, both looking for any opportunity for a fight. But there is apparently no danger that Crain will not risk in the search for star iron.

The Quatryl marches in the lead, fully confident in the guidance of his newest contraption, which he holds out ahead of him. To you, it looks like a convoluted lamp that's been dropped on the ground one too many times, but to Crain, it is yet another of his "greatest achievements". He tried to explain the science back at Frosthaven, but after he got into 'material resonance' and 'inductive-spectral harmony,' you waved him off and saved the both of you a few hours of frustration. Now and then, the thing gives off a noise: an intermittent buzz that supposedly means you're heading in the right direction.

Hours pass. Your throat dries, and your patience grows thin from listening to Crain's incessant machine. So it comes as a relief when he finally, suddenly stops.

There you both stand, at the mouth of a tall but narrow tunnel, like a giant spear had been thrust down into the mountainside and then drawn out, leaving this gaping wound behind. And there is no mistake. Crain's contraption is giving off a steady, low-pitch moan. This is it. Down you must go.

Almost as soon as you enter, that far back corner of your mind begins to shiver. There is an unnatural smell in the air. It's sour and cool, like air that's already been breathed. Steady. You continue, and before long, the sunlight vanishes.

Something is wrong. You're starting to lose track of time. You try to think how long you've been marching: was it only a few minutes since you entered, or was it an hour? The walls have changed too, you know that for certain. They've grown closer. And the ceiling seems to have moved inward.

Suddenly, a flash of red. A claw. You jump back, swing your blade, strike only stone. You raise your torch and see nothing. Then behind you Crain calls out:

"Friends. Friends, where are you? I am having such trouble seeing."

You follow the Quatryl's voice and find him stumbling in a puddle of water, but when you grasp his shoulder, he turns and his eyes are gone, replaced by empty pits.

You jerk away. A shout escapes your lips. A warm, slick body slides against you. A talon digs into your arm. You swing your weapon again, but again, you hit only stone.

"Terrors," Crain shouts. Your vision clears and you see the Quatryl in earnest—he is unharmed. "There are deep terrors here, many of them. And something even worse. Steel your mind, my friend. When terrors lurk, your mind is no longer an ally."

What will you do? Without your thoughts, without your senses, combat is like swimming through a bog. You lunge one way and stumble over your own feet. You've accepted this may be your end, but then, no. There is light, dull blue light, and a voice.

"Slither back, darkness," the voice commands, thick with age. Just the sound of it sharpens your mind. Then she appears: an Orchid. She's tall, crested with flocks of brilliant blue crystal on her head and shoulders and she's standing between you and the wriggling, wet stalk of a deep terror. In a blur, the Orchid woman dashes to the side and then reappears next to the monster, a brutal axe already coming down. She hews the creature in two like a fledgling tree—ichor sprays the air. A second later she's back by your side, untouched and offering—you realize—her only hand.

"I am Moonshard," she adds tersely. "Follow me."

Special Rules

Place one numbered token in a. This represents Moonshard, an ally to you and an enemy to all monsters. She has (L+(2xC))x2 hit points and her attacks are unaffected by . On initiative 50 each round, she performs 3; L+1. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Moonshard. If Moonshard dies, the scenario is lost.

Section Links

When door 1 is opened, read 105.1.

Map Layout

62 · B8 The Unfettered Seal

Crystal Fields

Scenario Goals

The scenario is complete when there are four damage tokens on (a). At the end of that round, read **69.1**.

Introduction

There is a spot at the base of your skull—a small spot—that normally feels nothing. If you run your fingers along it, you can tell where the bone gives way to form a tiny soundless drum. That spot is normally safe, quiet. But now, you stand surrounded by darkness, and a throat-tearing cry is rising up all around like a thousand gulls wailing at once, and in that spot at the base of your skull you feel a deep and vicious bite. You feel, for the first time, terror.

You are hundreds, perhaps thousands of feet beneath the Northern tundra, far below the ancient Quatryl catacombs, because it is here where Crain must strengthen the first seal. But the Harbinger is no idle force, and its dark guardians have awoken to repel you.

Crain is only a few feet away, working frantically in the dank gloom.

"Just hold them for a few minutes, gods, just give me that!" He shouts and the room jostles with shadow. Faces in the dark rise and fall: green, glittering eyes watching you. Crain is asking an enormous thing. You can recognize the silhouettes of these infernal guardians, their stink: Harrowers, imps, and demons—enemies that would be more than enough to handle on their own, but now they all come at you together.

Your battleground is nothing remarkable except for its depth. It is a wide empty cavern: cold stone dappled here and there with brackish water that has seeped through the stone. The floor and walls have been reinforced by elder Quatryl trellises in spots, but for the most part the chamber is untouched. You suspect the original architects abandoned this place after feeling the same venomous fear that now courses through you. That was wise of them. You do not have the luxury.

Another demon screeches to your right, a sound that makes your teeth ache. You wave your torch this way and that, wasting time. Your only real hope is Crain.

His new contraption is fully erected, standing a foot taller than the Quatryl himself, but it is painfully still. This gadget supposedly has the ability to strengthen the seals keeping the Harbinger at bay, but you've only seen a minor demonstration back in Crain's workshop, and back then he had Terra and the Shattersong standing by to help.

The device itself is a large metal tripod, mounted with a circular dial of liquid-filled cylinders and metal-capped crystals.

It looks like the spokes of a wheel bolted to the top of a telescope, and beneath it hangs a cluster of glowing diodes and knotted tubing and some sort of tuning device—but all of it is dormant.

"The crystals aren't responding," Crain shouts, seizing the tripod's legs. "I need time to find the correct position and draw out the seal's energy. Time, dammit, please!"

So you breathe. The shadows are here. They move into the dim light of your torch: chaos demons licking the air with their wild horns, infesters skittering under their cloaks. They are eager. Hungry. You tell yourself: just hold them back, that's all you need to do. Just hold them.

Loot

- x5
- x4
- x4
- x4
- x2
- x2
- x1

– Continued on next page.

Special Rules

Crain (a) is an ally to you and an enemy to all monsters. He has (L+C)x2+2 hit points. On initiative 99 each round, he performs 3, , focusing on moving toward his goal, if not already occupying it. Crain's current goal is (a). Any character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

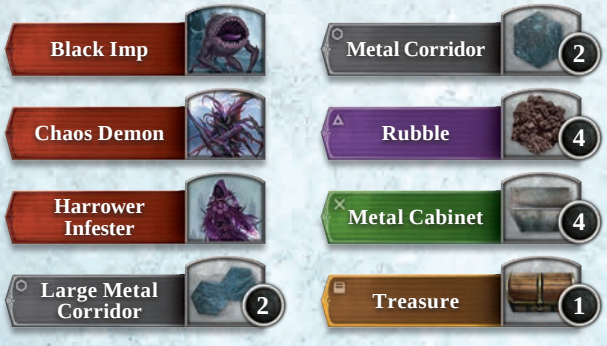
At the end of each round, if Crain is occupying his goal, place one damage token on it.

Shuffle numbered tokens (1) to (6) face-down next to the map. At the start of each round, reveal one and spawn the corresponding monsters in the listed locations based on character count:

Whenever all numbered tokens have been revealed, shuffle them all face-down again.

Token	Two Characters	Three Characters	Four Characters
1	(f): One normal Black Imp (i): One elite Black Imp	(f): One normal Black Imp (i) and (k): One elite Black Imp	(f) and (h): One normal Black Imp (i) and (k): One elite Black Imp
2	(g): One elite Black Imp (j): One normal Black Imp	(g) and (j): One elite Black Imp	(f), (g), and (j): One elite Black Imp
3	(f): One normal Chaos Demon	(f): One normal Chaos Demon (k): One normal Black Imp	(f) and (k): One normal Chaos Demon
4	(i): One normal Chaos Demon	(f): One normal Chaos Demon (h): One elite Black Imp	(f): One normal Chaos Demon (h): One normal Harrower Infester
5	(g): One normal Harrower Infester	(g): One normal Harrower Infester (j): One elite Black Imp	(g): One elite Harrower Infester
6	(k): One normal Harrower Infester	(i): One normal Black Imp (k): One normal Harrower Infester	(i): One normal Chaos Demon (k): One normal Harrower Infester

Scenario Key



Section Links

When there are two damage tokens on (a), read 98.2.

Map Layout

63 · G12 The Savvas Seal

Copperneck Mountains

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **73.2**.

Introduction

When this is over, when it's all said and done and you're no longer running from one side of the North to the other trying to keep the world from imploding, you swear that you will never go underground again. Not even a cellar. But right now, that's exactly where you find yourself.

You are in a tunnel, a perfectly round tunnel carved beneath the Copperneck Mountains. Unlike tunnels you've entered before, however, this one is unique, because it is being carved mere seconds before you pass through it. Crain is in front of you, marching with his seal contraption hoisted over his shoulder, and in front of him are the tunnelers—a squad of Shattersong. They move steadily, walking in two columns as they bore through the mountain, but rather than carve with any sort of tool or machine, they use their voices. You have no idea how it works, but the crystalline Savvas emit a sort of low, steady hum that destabilizes the rock in front of them, changing it from dense stone to a soft, gray material similar to mica. Then, they simply tap the wall and the transformed rock falls away, leaving a wide, perfectly circular tube in its place.

You've been watching them perform this feat for the past hour, and it would continue to fascinate you if it weren't for Crain, who just said something so disturbing that you asked him to repeat it.

"I said," he clears his throat, "that there might be a small—just a tiny—hiccup in our plan. Not even a hiccup really. A sniffle."

A sniffle. You remember to breathe. Count to five. You ask him to kindly explain himself and also, if he wouldn't mind, mentioning why he didn't bring it up earlier, before you all decided to break into the Savvas source of life.

"Well, I didn't want to worry you."

You consider this. Your hand clenches involuntarily. Then something in your face makes the Quatryl explain more quickly.

"Ah, okay, and maybe I thought it would work itself out. Look, it isn't that drastic a problem, just a variable to keep in mind."

You gesture for him to continue.

"It's the third seal. So we know where the first seal was—down in the Unfettered, err, Quatryl, complex—and we know where the second seal is—in the Savvas source of life. But the third seal." Crain winces. "Well, we won't know exactly where that is until this one is secure. The problem there, well, as soon as we secure this one, the Harbinger will be focusing all its attention on that third place."

One of the Shattersong gestures from the front: they're getting close.

"So imagine a river—a big river full of trees and rocks and black water and demons and bones and death. Okay, now imagine that river has three outlets. If you dam up two of those outlets, that river will suddenly only have one place to go."

The Shattersong slow their pace and all but one of them step aside. This last Savvas waits in front, ready to break through the final barrier.

"So," Crain whispers, "right after we dam up this outlet, we'll essentially be racing a very large, very angry body of water to the final seal. That shouldn't be too much of a problem—unless the seal is especially far away."

You are about to say something unkind, something to let Crain know exactly what you think of his 'sniffle,' when then the final sheet of stone falls away, and the tunnel opens onto a vast, arid dome. Crain gives you a short salute and runs out before you can stop him. Just like that, the conversation is over. You grit your teeth, stifle your anger. Time to work.

This is space between where the Harbinger sleeps and the Savvas source of life. The Harbinger created this source of life and uses it to influence the Savvas, turning them into its unwitting agents. You have no desire extinguish the source, but strengthening the seal should cut off the corruption seeping in from below.

Crain rushes out into the cavern, right to the edge of a heart-dropping chasm, and raises his tripod like a hungry prospector about to swing his pick. You hear Satha's exhausted voice echo in your head, "Why couldn't you have found a nice, quiet Quatryl down in those catacombs?"

Crain stabs his contraption down and whole area rumbles in response. A long flurry of anger rises up from all sides of the room—agents of the Harbinger, Savvas guardians bent to its will, have spotted you. A sound wells up from the chasm so loud and so full of rage that, for a second, it makes you hold your breath. Then the Savvas, seething with vicious magic, rush around the rocks and charge you, completely unhinged.

Crain activates his device and catches your eye—there is no time for words, but you know his look. This is it. Everything depends on you now.

Section Links

At the end of the fourth round, read **7.1**.

– Continued on next page.

Map Layout

Scenario Key

- Earth Demon
- Flame Demon
- Frost Demon
- Savvas Icestorm
- Savvas Lavaflow
- Wind Demon
- Cave Corridor 4
- Large Cave Corridor 4
- Stalagmites 4
- Treasure 1

Loot

- x5
- x4
- x4
- x4
- x2
- x2
- x1

Special Rules

Crain (a) is an ally to you and an enemy to all monsters. He has (L+C)x2+2 hit points, is immune to forced movement, and cannot move in any way. He does not act, but has an initiative of 99 for the purpose of focusing. Whenever any monster would be able to attack Crain on their turn, given their current movement and range, they focus on him. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
1, 3	(b): One normal Savvas Icestorm	(b): One elite Savvas Icestorm	(b): One elite Savvas Icestorm
2, 4	(c): One normal Savvas Lavaflow	(c): One normal Savvas Lavaflow	(c): One elite Savvas Lavaflow

64 · FR The Frosthaven Seal

Frosthaven

Scenario Goals

The scenario is complete when the Vestige of the Imprisoned God is dead. At the end of that round, read 74.1.

Introduction

Run is all you can think, just run.

All night, you've been marching, head down in the wind, pushing your body beyond endurance. The pace is grueling. Your lungs feel crystallized, frost-burnt by the air, and each step chews your muscle to shreds, but you cannot slow down. You race the darkness itself. You race corruption, a river of oily death rushing beneath your feet, churning with teeth and bone and venom.

Crain has managed to keep up, the same fear coursing in him. Already he's jettisoned half his gear, every nonessential item—tools and trinkets and spare parts—just dropped in the snow, a trail of precious metal crumbs. He knows the danger you're facing better than anyone, and his face is a split mask of panic.

When you reach Frosthaven, the night is still deep. Crain will not speak more than a few gasped words, but he tells you where the seal is hidden. When the gates creak open, you both shoot through, sprinting now for the center of the outpost, to where the seal awaits—the Temple of the Great Oak.

Guards turn, their faces knit with worry. They have never seen you like this. One of them catches up, asks what's wrong, what's coming, and you answer: everything.

Satha joins the race, as does Moonshard and neither asks questions. They know what is coming without hearing the words, they can feel it deep in their bones.

You find the temple doors bare in the moonlight. Each panel is hand-carved with the sigil of the Oak, pale and beautiful. To some, it represents a sense of normalcy, a mast to hold onto during the storms, but there is no hiding from what is coming. You crash through the doors without a second thought.

The Keeper of this place is a haggard man named Eustice who regularly haunts the morning streets. He protests the invasion.

"B—blasphemy," he sputters, pulling on his robes. "You cannot—these are hallowed grounds. What are you doing with that? Who—?"

But no one slows down. You charge through the temple, smashing open the rear door and rush into the courtyard where the Oak resides. The holy tree. Here it lives, surrounded by a protective courtyard, its trunk carefully wrapped to protect against the cold, and its roots brushed free of snow. It is a fitting symbol for the town. This single tree, smaller than it's cousins to the south, cold and bent—but strong nonetheless. It's roots have grown stubbornly deep in this rocky soil.

Crain takes his device, stabs its legs into the earth, and turns it on. But something is wrong.

Horns sound from the distant walls—enemies approach. You freeze and listen for the signal. Two blasts—they come from the east. A clamor rises outside, the guards waking to the call and donning their armor. Captains shout the call to arms, practiced but urgent. These people are used to fighting. You pull your weapon and prepare to join them, then you stop. Three more blasts from the horn. Enemies to the west. Eustice, the Keeper, shakes his head confused. Then four blasts. Then five. Enemies coming from every direction. They are here.

You few, you who stand in the Oak's courtyard, pause long enough to meet each other's eyes. Crain stands under the tree, his thin brow low, his eyes like rivets. Moonshard hoists her axe. Satha snarls a grin. You nod. This is it. This is for everything.

Section Links

At the end of the tenth round, read 72.1.

– Continued on next page.

Special Rules

All four City Guards are Guard Captains, allies to you and enemies to all other monster types. The Guard Captains cannot go above level 5, even if the scenario level is 6 or 7.

Place Cx2 numbered tokens in any (a), (b), (c), and (d). These represent militia members, allies to both you and all Guard Captains and enemies to all other monsters. Each has (L/2)+2 hit points (rounded up). On initiative 51 each round, they perform 3; (L/4)+1 (rounded down). At the end of each round, you may place up to two new militia members in any empty (a), (b), (c), or (d). No more than twelve militia members can be on the map at any time.

At the end of any round, before new militia members are placed, any character occupying any (a) to (h) can travel between map tiles. From tile 15-A, characters can travel to the closest room ((e) to either (a), (f) to either (b), (g) to either (c), and (h) to either (d)). From the other tiles, any character can travel to any other room except the one opposite it in the layout ((a) to any (e), (b), or (d); (b) to any (f), (a), or (c); (c) to any (g), (b), or (d); (d) to any (h), (a), or (c)). All characters can only travel to a hex if it is empty and characters cannot teleport between rooms.

If any Guard Captain dies, at the end of that round, remove the map tile it died on and move all characters in it to the closest lettered hex on tile 15-A, or the closest empty hex to it if it is not empty. From then on, any monsters that would spawn on that tile instead spawn at the letter hex closest to where it had been ((e) for tile 7-E, (f) for tile 11-E, (g) for tiles 2-A and 2-C, and (h) for tile 13-E).

The tree has (L+C)x3 hit points. It is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of focusing. If the tree is destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at any empty (i) on the listed tile, based on character count ("tile 2" refers to both tiles 2-A and 2-C together):

Round	Two Characters	Three Characters	Four Characters
1	**11** and **13**: One normal Living Doom	**7**, **11**, and **13**: One normal Living Doom	**2**, **7**, **11**, and **13**: One normal Living Doom
2	**2** and **7**: One normal Shrike Fiend	**2:** One elite Shrike Fiend **7:** One normal Shrike Fiend	**2** and **7**: One elite Shrike Fiend
3	**13**: Two normal Burrowing Blades	**13**: One normal and one elite Burrowing Blade	**13**: Two elite Burrowing Blades
4	**11**: Three normal Living Spirits	**11**: Four normal Living Spirits	**11**: Five normal Living Spirits
5	**2** and **7**: One normal Shrike Fiend	**2**, **7**, and **13**: One normal Shrike Fiend	**2**, **7**, **11**, **13**: One normal Shrike Fiend
6	**2**: One normal Living Doom **11**: One elite Living Doom	**11**: One elite Living Doom **13**: One normal Living Doom	**11** and **13**: One elite Living Doom
7	**2** and **7**: One normal Burrowing Blade	**2**, **7**, **13**: One normal Burrowing Blade	**2**, **7**, **11**, and **13**: One normal Burrowing Blade
8	**7, 11,** and **13**: One normal Shrike Fiend	**7** and **11**: One normal Shrike Fiend **13**: One elite Shrike Fiend	**7**: One normal Shrike Fiend **11** and **13**: One elite Shrike Fiend
9	**2**, **7**, and **11**: One normal Living Spirit **13**: One elite Living Spirit	**2**, **11**, and **13**: One elite Living Spirit **7**: One normal Living Spirit	**2**, **7**, **11**, and **13**: One elite Living Spirit
10	**2**: One elite Shrike Fiend **7**, **11**, and **13**: One normal Shrike Fiend	**2**, **7**, and **11**: One elite Shrike Fiend **13**: One normal Shrike Fiend	**2**, **7**, **11**, and **13**: One elite Shrike Fiend

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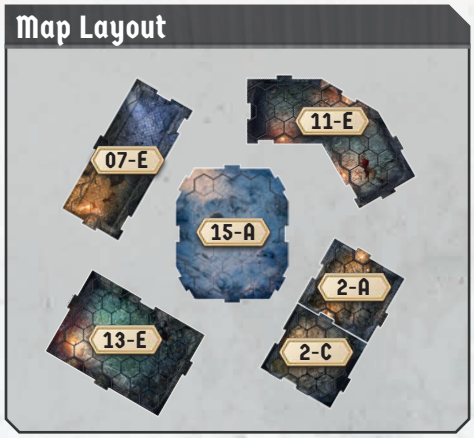
Map Layout



Scenario Key

- Vestige of the Imprisoned God
- Burrowing Blade
- City Guard
- Living Doom
- Living Spirit
- Shrike Fiend
- Dungeon Corridor 2
- Large Dungeon Corridor 2
- Tree 1
- Ice Spikes 10
- Water 10

Loot

- x5
- x4
- x4
- x4
- x2
- x2
- x1

65 · L4 A Strong Foundation

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 168.3.

Introduction

Responding to an alarm bell, you peer over the main gate of Frosthaven to see a group of unfamiliar figures approaching through the night's freshly deposited snow. As you watch them, it dawns upon you that this group leaves no trace of their movements – no footprints in the snow.

Aesthers. You signal the gate open and descend to meet them.

"Greetings." Eight shimmering forms all move their mouths in unison, but a single voice appears in your mind. "We have come to ask for your assistance."

You wonder why this group of Aesthers act and speak as one, and they explain as soon as the thought reaches your mind. "When the betrayer brought about our dissolution, we were not strong enough to bring our forms back on our own, but, through the strong bonds of our former life, we found each other in the vast emptiness and decided to meld – to become as one. Only by doing so did we bring ourselves back.

"We are not strong," the Voice-of-Eight continues. "Not in the sense that others of our kind are, but if you help us, we will provide knowledge in return." You decide to help, and the figures immediately lighten their expressions.

"You have our thanks. We have located an old elemental array that will assist in keeping our forms anchored to this plane. We can not recover it on our own, as lesser spirits and malevolent creatures infest the area."

Voice-of-Eight leads you to the snow fields north of Frosthaven, where an unnatural fog rolls in, giving you the feeling that the air itself has been frozen. You continue forward, the Aesthers quiet and always a few steps ahead. Before long, ruins appear on the edge of your limited vision—some sort of protective structure.

The cackling sound of impish creatures can be heard long before your eyes find them through the frozen fog. They throw small stones at the heads of large undead creatures, failing to get their attention. Your appearance, however, draws the attention of both.

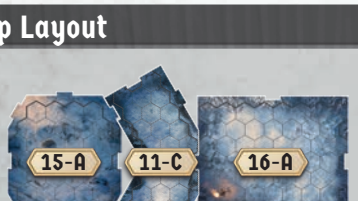
Special Rules

All monsters add 1 to all their attacks. If the scenario level is 4 or higher, increase this to 2.

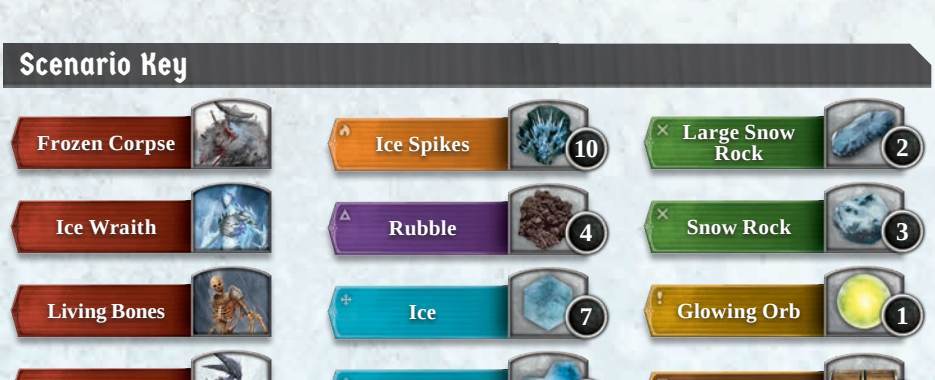
Section Links

When door 1 is opened, read 142.2.

Map Layout



Scenario Key



Loot

x8
x2
x2
x4
x2
x2

66 · L4 Elemental Cores

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete when all four (a) have been activated. At the end of that round, read **130.2**.

Introduction

You arrive at the outpost to find Voice-of-Eight has been busy rebuilding. They have reformed the missing parts of the walls with something that looks like ice, but with purple tints. As you stare into the material, which also comprises a dome above the array, you are convinced you can see the stars, despite it being midday.

The Aesthers continue to bustle about, most of them concerned with the array itself, but one of them sits at a table, bent over a thick, beautifully bound tome. Her translucent lips seem to be moving at an accelerated speed, silently forming the words she is reading.

"She is Nera," Voice-of-Eight says. "She studies the art of enhancement to aid in our pursuits. Though we are a merged mind, sharing all knowledge, our personalities are separate. Individuality is an important part of developing skill."

You turn and walk around the array, where you find sections of the floor raised to six door frames spaced equidistantly around the solid wall.

"This is where we will stabilize the dimensional rift energy to send you to the planes where we have localized the elemental cores. We can only sustain four of the six portals long enough for you to return with the cores, but that should suffice to reactivate the elemental array." With a whooshing sound, the portals open, and you feel the elemental energies flowing and intermingling with your world.

Special Rules

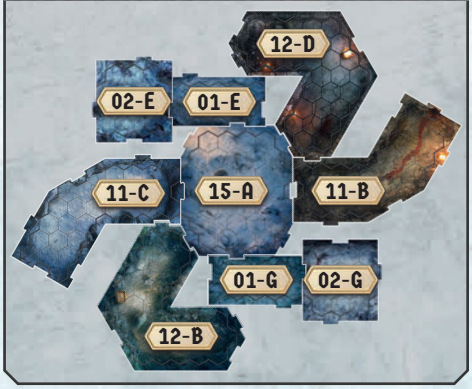
All six goal treasure tiles in the scenario represent elemental cores, each corresponding to the element of the door closest to it. When any elemental core is looted, place it on the looting character's mat. If they become exhausted, place the core in the hex they occupied. Whenever any character occupies any unactivated (a) at the end of their turn, they may spend one elemental core to activate that hex.

Whenever any door is opened, at the start of each round until its elemental core is spent, move the corresponding element to the strong column. When four doors have been opened, the remaining two become locked.

Section Links

When door is opened, read **175.4**.
When door is opened, read **47.5**.
When door is opened, read **144.4**.
When door is opened, read **68.2**.
When door is opened, read **127.2**.
When door is opened, read **162.4**.

Map Layout



Scenario Key

- Earth Demon
- Flame Demon
- Frost Demon
- Night Demon
- Sun Demon
- Wind Demon
- Snow Door 6
- Large Snow Corridor 2
- Snow Corridor 2
- Trap 6
- Ice Spikes 6
- Lava 4
- Ice 4
- Snowdrift 4
- Glowing Orb 1
- Large Cave Rock 2
- Large Snow Rock 3
- Treasure 4

Loot

x12
x2
x2
x2
x1
x1
x1
x1
x1
x1

67 · K4 Core Attunement

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **154.3**.

Introduction

You rush into the central dome of the Aesthers' outpost and immediately notice something is off. The entire structure rumbles and Voice-of-Eight shifts in and out of sight.

"… unstable… need restorative energies…"

You understand what you must do: empower the elemental cores with your own energy. Otherwise, you fear Voice-of-Eight will be scattered once again across the planes.

Water drips onto your head, and you look up to see the dome beginning to melt away. Not only that, but new planar rifts tear open along the outside wall. The inhabitants of the elemental planes are set on reclaiming the cores, fueled by some new force of chaos. It's now or never.

Special Rules

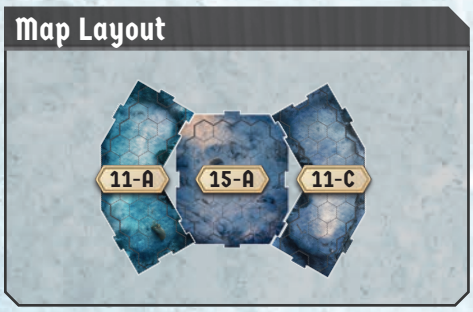
Each elemental core (a) has 4x(L+1) hit points. They are allies to you and enemies to all monsters, with an initiative of 01 for the purpose of focusing. Any character may forgo a bottom action (discarding the card instead) to perform L+1, one adjacent core. If any elemental core is destroyed, the scenario is lost.

Randomly place one demon standee, corresponding to each element noted at the end of scenario 66, next to each portal (b), (c), (d), and (e). These indicate the type of demon these portals spawn.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 7	(b): One normal demon	(b): One elite demon	(b): One elite demon
3, 8	(c): One normal demon	(c): One normal demon	(c): One elite demon
4, 9	(d): One normal demon	(d): One elite demon	(d): One elite demon
5, 10	(e): One normal demon	(e): One normal demon	(e): One elite demon
6, 11	Both (f): One normal Chaos demon	Both (f): One elite Chaos demon	Both (f): One normal and one elite Chaos demon

Map Layout



Scenario Key

– Continued on next page.

Loot

x8
x3
x3
x3
x1

68 · L3 The Face of Torment

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete when the Tormentor is dead. At the end of that round, read **106.4**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck and gain .

Introduction

As the dreadful feedback of the failed elemental resonance subsides, purplish smoke emerges from the portal in front of you. With it comes a terrible laughter, and then... something steps forward into your plane: A seemingly haphazard assortment of limbs, tentacles, and wings, attached to a head sporting an unsettling amount of glowing eyes of all shapes and sizes.

This Chaos Demon is massive, and its booming voice reverberates in your skull, uttering words of a structure-less tongue. The only thought you can hold in your head is a drive to make it stop.

Boss Special 1

The Tormentor performs:
+0;
+C-4, 4, (:)
Create 1-hex hazardous terrain tiles in all featureless hexes adjacent to the target, and enemies in these hexes suffer C-1, (: +1)

Boss Special 2

The Tormentor performs:
-1
+C-5, , (: +1)
Create 1-hex icy terrain tiles in all featureless hexes adjacent to the targets of the attack
1, all, 1, (: +2)

Map Layout

– Continued on next page.

Special Rules

The elite Chaos Demon is the Tormentor. It has HxCx3/2 hit points (rounded down), has , and is immune to and .

Set up the Boss monster ability deck and initiative token. During ordering of initiative each round, reveal one Boss ability card for the Tormentor in addition to its Chaos Demon ability card. It performs two turns each round, one for each card.

Randomly place one demon standee, corresponding to the two elements not noted at the end of scenario 66, next to each portal (a) and (b). These indicate the type of demon these portals spawn.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
3, 9, etc.	(a): One normal demon	(a): One elite demon	(a): One elite demon
4, 10, etc.	(b): One normal demon	(b): One normal demon	(b): One elite demon
5, 11, etc.	(c): One normal Chaos Demon	(c): One elite Chaos Demon	(c): One elite Chaos Demon
6, 12, etc.	(a): One normal demon	(a): One normal demon	(a): One elite demon
7, 13, etc.	(b): One normal demon	(b): One elite demon	(b): One elite demon
8, 14, etc.	(c): One normal Chaos Demon	(c): One normal Chaos Demon	(c): One elite Chaos Demon

Scenario Key

- Chaos Demon
- Earth Demon
- Flame Demon
- Frost Demon
- Night Demon
- Sun Demon
- Wind Demon
- Large Snow Corridor 3
- Portal 3
- Snow Corridor 1
- Altar 2
- Glowing Orb 1
- Ice Pillar 4
- Treasure 1

Loot

- x5
- x5
- x5
- x1

Sacred Soil

●●○ | Radiant Forest | Design: Isaac Childres; Writing: Chris Handley

Scenario Goals

The scenario is complete when three soil samples have been looted. At the end of that round, read 27.3.

Introduction

"More tea?" You sit in the cabin of a local botanist, a Savvas named Listeritus. It holds an iron pot with a cloth and pours out another steaming herbal draft for you. "Of course, I can't really drink it myself, but I do so love the smell."

You have asked Listeritus to help study the wood you've been bringing back from your missions for some sign of the Great Oak. On the table between you is a piece of bark. "Now that looks like oak to me," it says. "Divine? I can't tell, but definitely the same type as the Great Oak in the capital. And you say you found this far from here, near the Radiant Forest? Interesting indeed."

Liseritus sits and sniffs at its tea, savoring the hint of mint and nutmeg. "I'm confident we'll find a grove of oaks out there, but it may require a bit of legwork.

"Given how the roots of trees can grow deep and far, I have a plan. Head to the Radiant Forest and gather some soil samples from three different regions of the forest. Bring them here, and I should be able to triangulate where the oaks should be."

You finish your tea, and then stand to gather your things. "Oh, and be careful. That forest is home to all manner of dangerous creatures. Here, take some more tea with you."

Special Rules

Whenever any Earth Demon in the scenario dies, instead of a loot token, it drops one goal treasure tile. These represent soil samples.

All lettered hexes (a) to (f) represent passages to other rooms.

Whenever any character ends their turn occupying a passage, they and any of their summons or tokens within 2 may be removed from the map to travel through the passage.

At the start of each round (before card selection), all traveling characters must discard two cards (if able). Then, in any order, they are placed in the lettered hex on the other side of the passage they entered or the closest empty hex. All their summons and tokens that were removed are placed in viable hexes closest to the character.

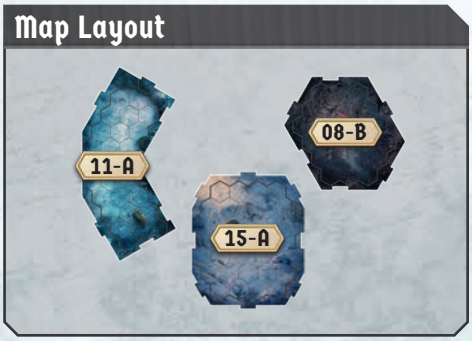
(a) and (c) are two sides of the same passage, (b) and (d) are two sides of the same passage, and (e) and (f) are two sides of the same passage.

No figure can teleport or find focus between rooms.

Section Links

When any character travels from any (a) or (f) for the first time, at the start of the round read 143.3.
When any character travels from any (b) or (e) for the first time, at the start of the round read 122.1.

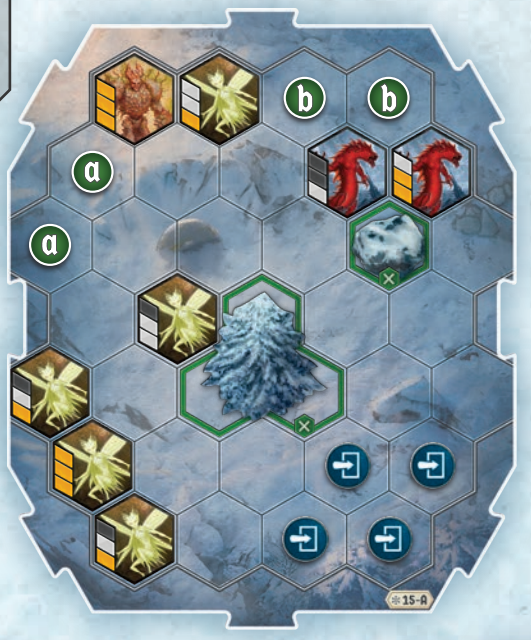
Map Layout



Scenario Key

Loot

x8
x5
x4
x2
x1



70 · Q2 The True Oak

●○○ | Radiant Forest | Design: Isaac Childres; Writing: Chris Handley

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **35.2**.

Scenario Effects

Each character adds one -1 card to their attack modifier deck.

Introduction

"Those damned zealots. Ignorant fools. If they find the True Oak, they will destroy it!" Liseritus' words ring in your ears as you set off in haste, seeking to catch up to this Radiant Order from White Oak. Following Listeritus' directions you are soon within the Radiant Forest once more, passing clearings and ancient menhirs.

And ahead, standing in the shadows of a massive oak grove, are the rear guard of the Radiant Order, ready to block your passage. "Come no further, heretics! The false tree, and the lies it represents, must be destroyed."

The commander points his sword at you, and the others unleash a pack of snarling hounds, which race forward, bounding over trunks and shrubs, snapping as you stand your ground.

Special Rules

The Great Oak has 2xCx(L+3) hit points and is considered to occupy each tree and border hex a in the scenario. It is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of focusing. When the Great Oak is attacked, it treats all 2x attack modifier cards as +0. If the Great Oak is destroyed, the scenario is lost.

Section Links

When any door 1 is opened, read **46.1**.

Map Layout

Scenario Key

- City Guard
- Hound
- Sun Demon
- Snow Door 6
- Large Snow Corridor 1
- Snow Rock 4
- Tree 2
- Treasure 1

Loot

- x7
- x5
- x3
- x2
- x2
- x1

71 · FR — Invasion of the Dock

Frosthaven

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

The scenario is complete when the artificer (c) occupies any (g). At the end of that round, read 121.3.

Introduction

The tranquility of your breakfast is broken by cries of alarm echoing through town, dock workers and peddlers flee past with fear in their eyes. Abandoning your salted fish and dried fruits, you rush to the docks and find them under siege, with attackers coming from two directions at once. Approaching the mayhem, you realize the two forces are actually battling each other – and whatever gets in their way. They appear to be focusing their attacks on the harbormaster's office, from which you hear a feeble cry for help. Choked with skirmishing Abaeli and Lurkers, the waterfront avenues are all but impassable. This will force you to get creative if you want to rescue whomever is trapped in the office.

Special Rules

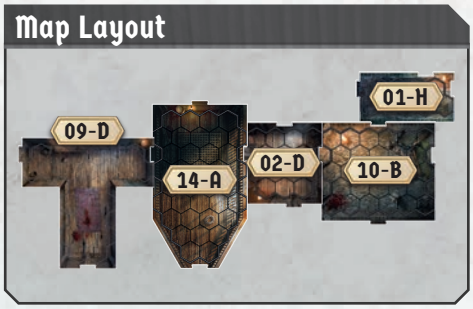
All Abael Scouts and Piranha Pigs in the scenario are allies to each other and enemies to both you and all other monster types. Use the (a) attack modifier deck for the Abael Scouts and Piranha Pigs, though they are still considered enemies to you.

If no characters have ended their turn adjacent to the artificer (c) (who does not start on the map) by the end of the twelfth round, the scenario is lost.

Section Links

When door (1) is opened, read 129.2.

Map Layout



Scenario Key

- Abael Scout
- Lightning Eel
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Wavethrower
- Piranha Pig
- Dungeon Door 3
- Dungeon Corridor 2
- Trap 2
- Rubble 6
- Water 4
- Barrel 2
- Crate 3
- Mast 1
- Supply Shelf 2
- Treasure 2

Loot

- x8
- x4
- x4
- x4

72 · A5 A Giant Block of Ice

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

The scenario is complete when the ice pillar enters e. At the end of that round, read 79.1.

Introduction

Upon the Artificer's urging, you take his ship, the Cinnabar, to the base of a mountain far to the east. Trekking deep inside, you discover an ancient structure, though it is unclear if this place was a mausoleum or a jail for the damned. Using his equipment, Lihrey makes short work of the entry door. He leads you through a passageway littered with bones and discarded machinery.

"I guess my research was wrong after all," Lihrey murmurs. "If this place had defenses once, they seem to have fallen victim to time. A shame really."

You reach the final room, and the Valrath gestures to a massive ice block at its center. "It is here! Help me get this ice back to the ship. The equipment I need to extract the piece of the scale is unfortunately not transportable by hand." You shrug and put your shoulder into the block. As soon as you touch it, however, all the defenses Lihrey thought were dormant come very much to life.

Special Rules

The ice pillar can be targeted by characters with attacks or ◆ or ◆ abilities in an attempt to slide it. Whenever the ice pillar is attacked, compare the damage it would suffer to the current slide difficulty. If the damage meets or exceeds that difficulty, the pillar is forced to move (in any direction) two hexes for two characters or one hex for three or four characters.

Any attack with a ◆ or ◆ effect reduces the difficulty by 2 for the attempt, while non-attack ◆ or ◆ abilities automatically succeed. In addition, while 🔥 is strong or waning, the current slide difficulty is reduced by 1, and while ❄ is strong or waning, it is increased by 1.

The ice pillar destroys any traps in hexes it enters, but is not affected by any other overlay tile except obstacles.

The current slide difficulty is 3.

Doors 1 are locked, but the ice pillar can enter them.

Section Links

When the ice pillar enters any door 1, read 141.1.

Map Layout

Scenario Key

- Frozen Corpse
- Ice Wraith
- Living Bones
- Steel Automaton
- Cave Door (4)
- Dungeon Door (1)
- Large Cave Corridor (4)
- Rubble (5)
- Stairs (1)
- Ice Pillar (1)
- Metal Cabinet (3)
- Sarcophagus (4)
- Stalagmites (4)
- Treasure (1)

Loot

- x9
- x3
- x5
- x2
- x1

73 · D3 Flotsam

●●○ Biting Sea

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

Unknown at this time.

Scenario Effects

Each character suffers 2 and gains .

Introduction

You are playing cards with the deckhands of the Cinnabar, losing what little coin you have left, when a strange mist surrounds the ship, and the once tranquil waters turn violent. Enormous waves propel the ship into the jagged rocks of a shoal, brutally ripping the Cinnabar to pieces.

You and the crew are cast overboard to fend for your lives among the rocks and debris. You gasp for air as you're submerged deep into the icy water, your muscles spasming against the freezing pain. You surface moments later, hungrily gulping in fresh air. Luckily, the strange storm subsided almost as quickly as it came, and in the new calm, you look around at the carnage. The crew is nowhere to be found, and the only thing left intact is the Cinnabar's jolly boat, run aground on a small patch of rocks on the far side of the field of flotsam. The debris should provide a respite from the icy waters and ease the swim towards the jolly boat. Unfortunately, quite a large number of Abaeli and their marine minions have shown up on the scene as well. You'd rather have the warmth of a fire than the heat of battle, but it'll have to suffice until you reach the boat and can get dry.

Special Rules

All hexes in the scenario without overlay tiles are treated as water (difficult terrain). They are still treated as empty when unoccupied and free of overlay tiles.

Any character occupying a supply shelf, bookshelf, or barrel when entering any unoccupied water hex, may move the tile they occupy with them. If they do so, the movement costs only 1 movement point. Whenever any 2-hex tile is moved in this way, the tile's other hex enters the one the character exited, along with any figures, tokens, and non-corridor overlay tiles in the same hex.

Section Links

When any door 1 is opened, read **28.3**.

Map Layout

Scenario Key

Fish King	Cave Door 4	Large Snow Corridor 3
Abael Herder	Snow Door 3	Supply Shelf 2
Abael Scout	Barrel 2	Trap 6
Lightning Eel	Bookshelf 3	Stalagmites 6
Piranha Pig	Large Cave Corridor 2	Treasure 1

Loot

- x9
- x5
- x3
- x2
- x1

74 · G6 Gaps in the Road

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **163.4** if "Friend of the Fish King" is on the campaign sheet. Otherwise, read **176.1**.

If "Friend of the Fish King" is on the campaign sheet, read Introduction A. Otherwise, read Introduction B.

Introduction A

You follow the directions of the convalescing Lihrey to the highlands near the Whitefire Woods. As you arrive, a small group of piranha pigs waddles up behind you. Initially on guard, they sniff you and then wag their tails. Apparently the Fish King has sent along some assistance.

You move forward and are greeted by squalling winds, howling as they disappear into the deep trenches that were long ago carved by receding glaciers. Large, ancient trees dot the landscape and offer some shelter from the snow and biting gusts. Not only do you need to discover a way across the trenches, but there is a group of menacing Algox waiting on the other side. Guardians of the scale, no doubt.

Introduction B

You follow the directions of the convalescing Lihrey to the highlands near the Whitefire Woods. In the snow, you note tracks of what could only be a herd of piranha pigs. Did the Fish King send them up ahead of you to retrieve the last piece of the scale? You just hope you are not too late.

You move forward and are greeted by squalling winds, howling as they disappear into the deep trenches that were long ago carved by receding glaciers. Large, ancient trees dot the landscape and offer some shelter from the snow and biting gusts. Not only do you need to discover a way across the trenches, but there is a group of menacing Algox waiting on the other side. Guardians of the scale, no doubt, but you can't depend on them to keep the Fish King at bay.

Special Rules

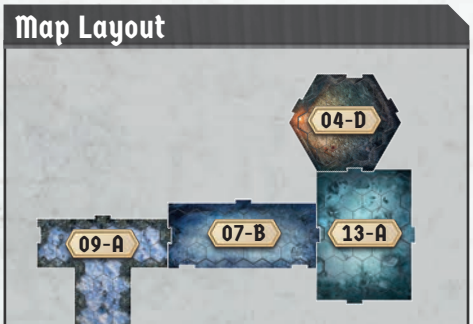
If "Friend of the Fish King" is on the campaign sheet, spawn two elite Piranha Pigs at any empty starting hexes. They are allies to you and enemies to all other monster types.

Each small tree in the scenario has CxL/2 hit points (rounded up). They are enemies to you and all Piranha Pigs and allies to all other monster types. Whenever any small tree is destroyed, place one log on any two water hexes with at least one adjacent to the hex the tree occupied.

Section Links

When door 1 is opened, read **55.2**.

Map Layout



Scenario Key

- Algox Archer
- Algox Guard
- Algox Priest
- Forest Imp
- Piranha Pig
- Wind Demon
- Dungeon Door 1
- Snow Door 2
- Trap 5
- Log 2
- Rubble 2
- Altar 1
- Debris 2
- Large Debris 2
- Large Water 4
- Tree 2
- Small Tree 2

Loot

- x7
- x5
- x2
- x3
- x2
- x1

75 · C2 Infiltrating the Lair

●●○ Biting Sea

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

The scenario is complete when all enemies in it are dead and both hallways have been blocked. At the end of that round, read **147.5**.

Introduction

It takes some time, but with Lihrey in tow, you pinpoint the location of the Fish King: a vibrant coral castle built into the side of a small, rocky island. Thankfully, it's only partially submerged, so not too much swimming should be required to gain entrance. Lihrey insists on going with you, but you refuse in his injured state. Eventually, he relents but hands you a number of metal cylinders with fuses.

"Explosives of my own design," he says. "Just in case." You nod and dive into the freezing water. You swim toward an opening in the side of the castle and then up into an air pocket. The water at your waist seems alive, swirling with chaotic energy flowing and roiling unnaturally. A deep sense of foreboding takes hold of you. You expected Abael defenses, but this is something different. You rush forward, resolved to break through anything that gets in your way.

Special Rules

If any character ends their turn on any water hex in the scenario, they suffer ✲ L/2 (rounded up).

Section Links

When door 1 is opened, read **99.2**.
When door 2 is opened, read **81.2**.
When either door 3 is opened, read **163.2**.
When door 4 is opened, read **177.2**.

Map Layout

Scenario Key

- Abael Herder
- Abael Scout
- Chaos Demon
- Frost Demon
- Lightning Eel
- Piranha Pig
- Cave Door 1
- Dungeon Door 4
- ✲ Trap 4
- Large Water 4
- Water 5
- Debris 2
- Ice Pillar 4
- Stalagmites 2
- Treasure 3

Loot

- x8
- x2
- x5
- x1
- x2
- x1

76 · B2 Apotheosis

●●● Biting Sea

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **56.2**.

Introduction

With the final piece of the Leviathan scale in hand, you sail to the Fish King's lair: a vibrant coral castle built into the side of a small, rocky island. Overjoyed, the Abael greedily snatches it from you and gurgles with glee.

"Well done, scaleless," the Fish King says, then turns to address his subjects. "The time is almost at hand for us to ascend to greatness and claim this sea as ours. No more war… No more death! I will become the Eternal Leviathan. I will become a God!" The Abaeli roar as the Fish King joins the pieces of the scale together.

Instantly, you feel the chaotic energy beginning to build; a swirling, freezing darkness seeping along the floor, howling through the coral statuary. The Fish King's body begins to pulse and expand; his newly sinuous limbs warping into the swirling aether. The Abaeli around him prostrate themselves, transfixed by their King's metamorphosis.

Suddenly, an explosion deeper within the castle rocks the foundation and you hear the din of approaching battle. You briefly see fear in the Fish King's eyes. "They are here to stop me! Go, my children! Protect me during the ritual!"

The Abeali rush out to face whatever attackers have come. You move to join them in the defense, but the Fish King beckons you closer. His eyes void-dark and his voice a strained, layered echo. "Please scaleless, stay with me and shield me from my enemies. I need you only once more, and then you will have the debt of a god!" With that, his focus returns solely to the ritual and the painful changes wracking his body. You ready your weapons and are pleased to see your trusty piranha pigs at your side for one final battle.

Special Rules

At the start of the scenario, spawn one normal Piranha Pig adjacent to each character. The Fish King and all Piranha Pigs are allies to you and enemies to all other monster types.

Divide the Fish King's maximum hit point value by 2 (rounded down). Do not set up the Boss monster ability deck or initiative token. The Fish King does not act, cannot be targeted by heal abilities, is immune to all conditions, and has an initiative of 01 for the purpose of focusing. If the Fish King is killed, the scenario is lost.

At the start of rounds 3, 6, and 9, spawn the following monsters at the listed locations based on player count:

Two Characters	Three Characters	Four Characters
(a): One normal Algox Guard and one normal Algox Archer	(a): One normal Algox Guard and one normal Algox Archer	(a): Two normal Algox Guards and one elite Algox Archer
(b): One normal Lurker Mindsnipper	(b): Two normal Lurker Mindsnippers	(b): Two normal Lurker Mindsnippers

All spawned Lurker Mindsnippers can be placed in water.

Section Links

At the start of the seventh round, read **105.4**.

Map Layout

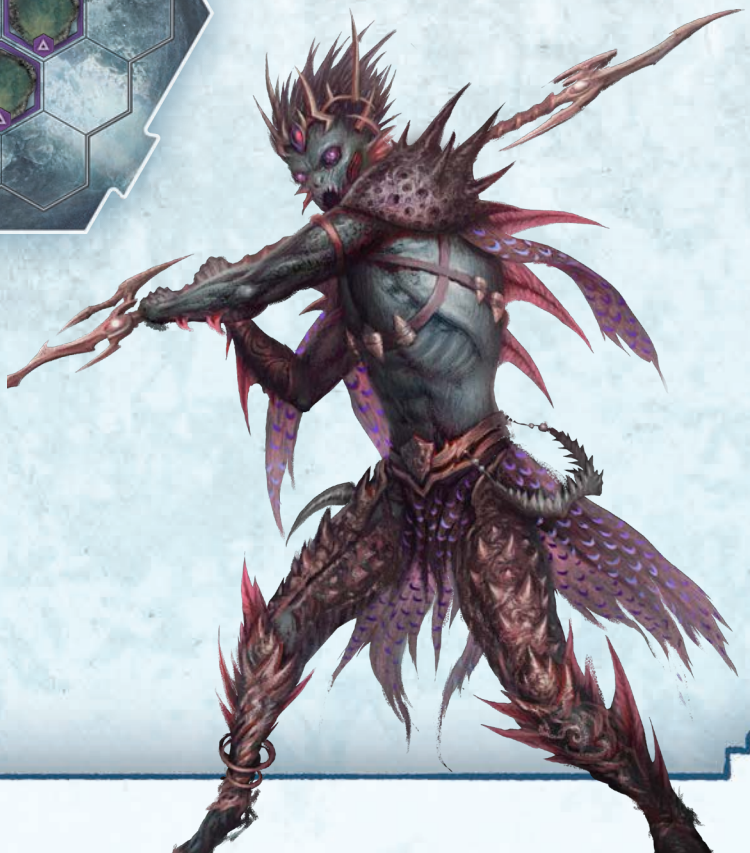
– Continued on next page.

Scenario Key

- Fish King
- Algox Archer
- Algox Guard
- Flaming Bladespinner
- Lurker Mindsnipper
- Piranha Pig
- Dungeon Corridor 1
- Large Cave Corridor 2
- Rubble 4
- Water 7
- Altar 3
- Barricade 4
- Ice Pillar 2
- Treasure 2

Loot

- x9
- x2
- x5
- x1
- x2
- x1



77 · B1 Fish King's Ascension

Biting Sea

Design and writing: Robb Rouse and Christian Wakeman

Scenario Goals

The scenario is complete when the Fish King is dead. At the end of that round, read **173.4**.

Scenario Effects

Each character gains .

Introduction

The Fish King's apotheosis is nearly complete, and you are all that remains to stop his metamorphosis into the Leviathan.

"What is this?" The Fish King bellows as you prepare to strike him down. He spasms as raw power courses through him, and you see his jaw clench in pain. "You are just a speck of sand in front of a tidal wave. You are nothing, scaleless. I will—" Whatever he was about to say is cut off with another jerk of pain. The squall is deafening as elemental wind swirls about you, quickly filling and reshaping the very reality of the room. Perhaps you can counter this chaos with some elemental power of your own.

Special Rules

The Fish King occupies all three ice spikes. He cannot perform any move abilities and is immune to forced movement.

There is no line-of-sight between map tiles, and no figure can teleport or find a focus between them.

Boss Special 1

The Fish King performs:
+0
-1, all adjacent enemies, 2
Then it summons one Piranha Pig. It is normal for two characters or elite for three or four characters.

Boss Special 2

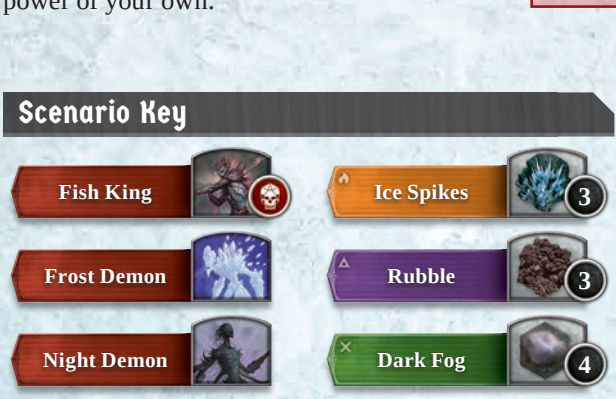
The Fish King focuses on the farthest attackable enemy and performs:
+0, 5, , 4.
Then it kills the closest Piranha Pig, and all enemies adjacent to the hex the Piranha Pig occupied suffer trap damage.

Section Links

The first time the Fish King is reduced to at most three-quarters of its maximum hit point value (rounded up), read **131.2**.
The first time the Fish King is reduced to at most half of its maximum hit point value (rounded up), read **102.2**.
The first time the Fish King is reduced to at most one-quarter of its maximum hit point value (rounded up), read **165.2**.

Map Layout

Scenario Key



Loot

x4
x2
x2
x2
x2
x2
x1

78 · H5 The Lurker Problem

Design: Julie Ahern; Writing: Shannon Campbell

Scenario Goals

Unknown at this time.

Introduction

You wait for the wet directions to dry out so they're legible. When they are finally intelligible, you are not surprised to discover they lead you to the northern seaside. It's not too distant a trek, but you must make a harrowing descent once you arrive. Rappelling down the basalt cliffs, you land before your destination: a stone edifice carved out of the rock, its jagged entrance tide-bitten and spangled with salt and seagull excrement.

You wind between maze-like, pockmarked limestone columns. It makes you feel absurd, all this sideways scuttling. The tide is currently low, and you wonder if that should concern you. Suddenly, the columns end, and beyond them lies a yawning cavernous space. With a torch, you examine your surroundings. An ancient, once glorious, stone hall.

And, sure enough, some crabby companions. Red-eyed and ten-limbed, the Lurkers rear up and emit a sound like a hiss, if shells could hiss. They're furious. Apparently, they're staking out this damp domain for themselves. You'd let them have it, as it smells like fish guts in here, but now you're intrigued about what they might be after.

Beyond the Lurkers, you see two driftwood doors. The instructions from the trench-coated "man" clearly exhort you to take the door on the right.

"DO NOT," it says, "UNDER ANY CIRCUMSTANCES, GO LEFT."

Section Links

When door 1 is opened, read **19.1**.
When door 2 is opened, read **59.2**.

Map Layout

Scenario Key

- Abael Herder
- Abael Scout
- Lightning Eel
- Lurker Soldier
- Lurker Wavethrower
- Piranha Pig
- Cave Door 3
- Dungeon Door 3
- Large Cave Corridor 1
- and Trap 3
- Huge Water 1
- Large Water 3
- Water 7
- Altar 2
- Debris 3
- Treasure 1

Loot

- x6
- x3
- x3
- x4
- x2
- x2

79 · B5 Relic

Design: Petri Häkkinen and Antti Tiihonen; Writing: Crystal Mazur

Scenario Goals

The scenario is complete when the sled enters any a. At the end of that round, read 164.4.

Introduction

When you are ready to go searching for the Relic, you seek out directions. All of the townspeople turn and point toward the hills outside of town and speak again in unison, "Through the hills is a cave within the ice. You will find it marked by moonlight. Free the Relic. Retrieve the Relic."

You bundle up and head out into the hills, the moon shining full, creating shadows stretching across the landscape. As promised by the townsfolk, the moonlight shines upon the entrance to the cave, a crystalline opening sparkling in the hillside.

Your footsteps echo throughout the cave as you investigate and, eventually, you find a large metal cube covered in gears and cogs, buried in the ice and snow. You marvel at the gears clicking and turning as you start to chip away the ice, revealing a large metallic box with gears and sliding compartments whirring as you begin to free it.

The cube is incredibly difficult to move, so you pull in your sled from outside and, with great effort, lift the cube onto that. It settles with a loud crash that echoes through the cavern, awakening other creatures deep in the cave. The skittering grows closer, and the somber echo of "AAaaaaahhhhhh" gives you a feeling of dread.

The voices move closer, and you can now see what is making them: small creatures covered in ice and specters that scream in torment. They are not happy you are here, disturbing their sleep.

Special Rules

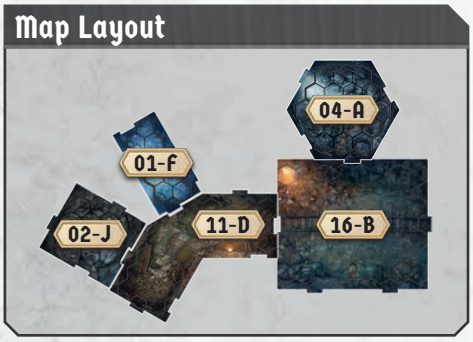
Any character adjacent to sled b can forego a top or bottom action (discarding the card instead) to move the sled in any direction along a straight line of hexes until its path is blocked by a figure, obstacle, or wall. If the path is blocked by a figure, that figure suffers damage equal to the number of hexes the sled moved. The sled destroys any traps in hexes it enters.

Door 1 is locked and will unlock and open when any character occupies pressure plate c.

Section Links

When door 1 is opened, read 76.1.

Map Layout



Loot

- x8
- x3
- x5
- x2
- x2

Scenario Key

- Frozen Corpse
- Ice Wraith
- Polar Bear
- Snow Imp
- Cave Door 1
- Cave Corridor 3
- Large Cave Corridor 1
- Pressure Plate 1
- Trap 2
- Ice 3
- Barricade 1
- Ice Pillar 4
- Metal Cabinet 1
- Stalagmites 6
- Ice Block 2
- Treasure 1

80 · FR · Relic Renewed

●●○ Frosthaven

Design: Petri Häkkinen and Antti Tiihonen; Writing: Crystal Mazur

Scenario Goals

The scenario is complete when the Relic is dead. At the end of that round, read **86.3**.

Introduction

You agree to tracking down the cube, a task that appears to be rather simple, given the unique tracks it left in the snow as it crashed through the wall of the town. "The Relic! Retrieve the Relic!" The townspeople are now frantic, crying and wailing in horrific unison.

You head out of town and follow the trail, fully convinced this isn't normal. The Relic made no effort to hide its movement, and you track it to another cave. While scouting, you quickly realize it has summoned other robot helpers, who are poking and turning the cogs and gears on the outside of the Relic, a soft glow starting to emanate from within it.

The helper robots crawl over the cube, running tubes to recharging stations placed in the corner of the cave. The small robots now take notice of you and emit a high-pitched whine. In turn, the hum from the cube grows louder, and the movement of its gears accelerates. It is growing in power, and its helpers have clearly grown hostile. Given that, and its eerie effect on the townsfolk, you decide to put an end to this Relic once and for all.

Special Rules

Each metal cabinet a to d has (2+L)xC/2 hit points (rounded up). They are enemies to you and allies to all monsters. The Relic receives the following bonuses until the corresponding metal cabinets are destroyed:

a: Add to all attacks targeting the primary focus.

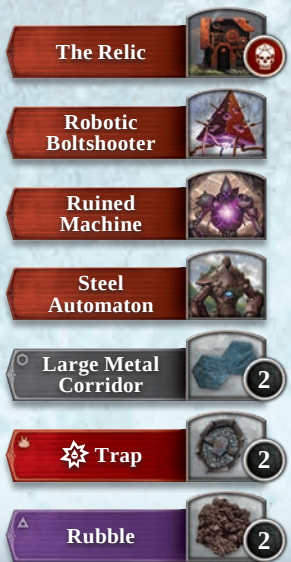
b: Gain 1+(L/2) (rounded up).

c: Change Special 1 to the following: The Relic focuses on the farthest attackable enemy and performs: +2, +0, focus (if adjacent) and all enemies in or adjacent to hexes entered during the movement.

d: Change Special 2 to the following: The Relic summons two Ruined Machines. These are normal for two characters, one is elite for three characters, or both are elite for four characters.

Map Layout

Scenario Key



Loot

81 · A12 Ruinous Research Lab

●●● Crystal Fields

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read **114.1**.

Introduction

While resting at your campfire, you take out the ancient tome that led you here. The book is bound in a stiff fabric that gives off a soft glow, shifting in color. You deciphered its contents well enough to deduce its place of origin, and, from what you have gathered, the book was written by a Quatryl researcher—a log of their work and life. It ends abruptly, but hints at several devices and techniques to better protect against the unnatural weather conditions that occurred at the time. With the prospect of uncovering ancient technology on your mind, you break camp.

As you arrive at the location within the Crystal Fields, where the research laboratory once must have stood, you see only broken, snow-covered walls. Exploring the ruins, it seems as if there is nothing left to be found here. That is, until one of your steps produces a hollow sound. You brush away the snow to discover a hatch into an underground structure. You open it and descend, valves and gears litter the walls.

By the time your feet find solid ground, your eyes have adjusted to the dim light of the ancient Quatryl lamps. But you don't need your eyes to detect something else down here. Something almost imperceptible until you realize what it is: Aesther telepathic communication. Maybe it is due to your experience communicating with Aesthers, or maybe it is due to those communicating not taking precautions, but when you concentrate, you're able to pick up snippets of the conversation. Things like, "Hurry", "Others may know of this place", and "Will meet death." You surmise that they are a group still under the influence of the Corruption, and whatever they are looking for, you need to find it first.

Unfortunately, they are not the only threats down here. Ancient machines, awoken in the tumult, now stir and advance toward you.

Special Rules

All Aesther Ashblades and Aesther Scouts are allies to each other and enemies to all other figures. However, they cannot be focused on or targeted in any way by other monster types. Use the attack modifier deck for the Aesther Ashblades and Aesther Scouts, though they are still considered enemies to you. If any Aesther Ashblade or Aesther Scout ever enters the hex with the goal treasure tile, the scenario is lost.

At the start of the sixth, ninth, and twelfth rounds, spawn one Aesther Scout at any empty starting hex. It is normal for two characters, elite in the ninth round for three characters, or elite for four characters.

All doors 1 and 2 are locked and are treated as objectives with (L+1)x2 hit points. They are enemies to you and all Aesther Ashblades and Aesther Scouts and allies to all other monster types, with an initiative of 20 for the purpose of focusing. When a door would be destroyed, it opens instead.

Section Links

When door 1 is opened, read **174.3**. The first time either door 2 is opened, read **133.2**.

– Continued on next page.

Scenario Key

- Aesther Ashblade
- Aesther Scout
- Ancient Artillery
- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Metal Door 3
- Large Metal Corridor 2
- Pressure Plate 2
- Trap 6
- Rubble 6
- Debris 4
- Large Debris 4
- Barricade 1
- Barricade 5
- Treasure 2

Loot

- x9
- x2
- x5
- x2
- x1
- x1

Map Layout

82 · P8 ■ Expedition North

●●○ Imperial Mountains

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

– Continued on next page.

Scenario Goals

The scenario is complete when all searchable locations have been searched and all characters have escaped. At the end of that round, read 37.1.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

After receiving the chilling message, you quickly gather your warmest gear and meet with Voice-of-Eight to get some insight into the situation.

"We have spoken with Cassandra, as well," they explain. "A group of exceptional individuals, heroes to our people, are undertaking an expedition to this place, but they have been lost in an unnatural snowstorm. You must venture out and find them, before the frozen demons claim the last of their strength."

One of the Aesthers touches your forehead, and your vision changes almost imperceptibly. "It will be difficult to find them in the harsh wind and snow, but we offer our own sight. It may still require some digging, but we will help pinpoint the positions of those who are lost."

With no time to lose, you set out on the rescue mission. Entering the snowstorm, you immediately feel the malevolent energies. This is no natural blizzard, and as soon as the thought crosses your mind, you are met with demonic resistance.

Special Rules

Do not set up any corridors (a) or (b).

At the start of each round after the first, relocate corridor (c) to the next (a) position in clockwise order, returning to (c) at the start of the seventh round and repeating the cycle. Likewise, relocate corridor (d) to the next position (b) in a clockwise order, repeating its cycle each fourth round.

Any figures occupying a corridor tile when it is relocated are placed in the closest empty hex. Any overlay tiles or tokens on the corridor tile are destroyed.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
3, 7, etc.	(e): One normal Frost Demon	(e): One elite Frost Demon	(e): One elite Frost Demon
4, 8, etc.	(f): One normal Wind Demon	(f): One normal Wind Demon	(f): One elite Wind Demon
5, 9, etc.	(g): One normal Frost Demon	(g): One elite Frost Demon	(g): One elite Frost Demon
6, 10, etc.	(h): One normal Wind Demon	(h): One normal Wind Demon	(h): One elite Wind Demon

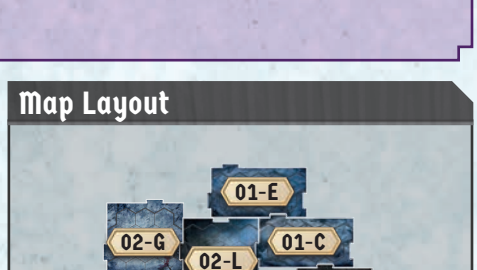
Place numbered tokens in each (2), (3), and (4) that is equal to or less than the number of characters (e.g. with two characters, only place tokens on all (2)). Place L+1 damage tokens on each placed token, which must all be searched. A character occupying or adjacent to any of these may spend any number of movement points to remove an equal number of damage tokens from it. When all damage tokens have been removed from a location, it is considered searched.

Each starting hex is also an escape hex. If any character becomes exhausted, the scenario is lost.

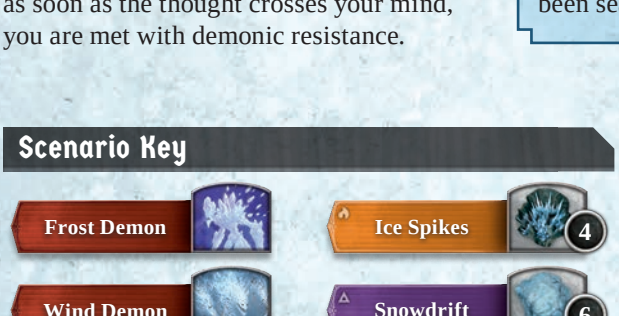
Section Links

When all searchable locations have been searched, read 112.3.

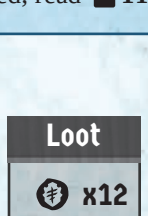
Map Layout



Scenario Key



Loot



83 · E4 Rising Brine

●●○ Biting Sea

Design: Frank Heeren; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when the Giant Piranha Pig and both Ancient Artilleries adjacent to the barrel are dead. At the end of that round, read **64.1**.

Introduction

Sure, you've got nothing better to do except infuse all your garments with some horrendous stench. It's a perk of the job. The cartographer must've had a perky job too, given this desolate slice of coast. Instead of majestic cliffs or a nice sandy beach, you're greeted with precipitous hills and a ragged assortment of rocks. You find the cave, half by the cartographer's substandard directions and half by scent.

The entrance looks like a gap among broken teeth. Water flows in and out—more in than out, it appears. The tide is rising. You're loath to give up, but you'll have to hurry to make this trip worthwhile. Steering your dinghy in, you enter the cave and almost immediately sense something bumping the bow. A blood-orange fin splices the water. You shudder and shine your light further in.

There's more. A school of piranha pigs, swimming around contorted shapes. The place is littered with rusty machine parts. Those might be worth something, right? You hope you can salvage them before the tide recruits you to its watery graveyard.

Unfortunately, you have to contend with more than just the ocean. At the back of the cave, the mother of all piranha pigs, larger than your boat, waits smugly. She unhinges her jaw, displaying stacks of teeth below her deceivingly cute snout. You wonder if she was once some Abael's beloved familiar. Or if she escaped slaughter for meat, and built her brood here. Either way, she's not overly fond of you two-legged folk. She lashes her tail and the water churns as her offspring dive toward you.

Special Rules

The Piranha Pig adjacent to the barrel is the Giant Piranha Pig. It has HxC hit points, 1, and a base move value of 1.

All hexes to the left of any water tiles are also treated as water (difficult terrain). When any character starts their turn in water, they suffer hazardous terrain damage.

Set up the Boss monster ability deck and initiative token. During ordering of initiative each round until the Giant Piranha Pig is dead, reveal one Boss card, then apply any Special effects listed below on the card's initiative.

If any Ancient Artillery is ever in water, it dies. If any overlay tile other than corridors is ever in water, it is destroyed. If the barrel is destroyed, the scenario is lost.

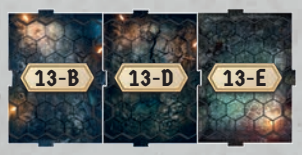
Boss Special 1

Move all water tiles two hexes to the right.

Boss Special 2

Move all water tiles one hex to the right. Then the Giant Piranha Pig (if alive) summons one Piranha Pig. It is normal for two or three characters or elite for four characters.

Map Layout



Scenario Key

- Ancient Artillery
- Lurker Mindsnipper
- Piranha Pig
- Cave Corridor 3
- Dungeon Corridor 3
- Large Cave Corridor 4
- Large Dungeon Corridor 4
- Water 7
- Barrel 1
- Debris 4
- Large Debris 3

Loot

- x7
- x3
- x3
- x3
- x2
- x1
- x1

– Continued on next page.

84 · R5 Here There Be Oozes

●●● | Imperial Mountains | Design and writing: Mathew G. Somers

Scenario Goals

The scenario is complete when all enemies are dead. At the end of that round, read **26.2**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

Ooze. Is there a more repugnant or despised life form? It is the bane of many a mercenary, and the populace don't take well to them either. You recall stories of oozes devouring farmlands from Vinneth to Gloomhaven, rich and poor alike. There's even one tale of a family said to leave their own pets out as offerings, just to keep the globes of snot at bay.

You gag and feel your foot slip. Lifting your boot, you see slime stretching from the sole to the ground. This sheep-eating ooze must be close. You follow the trail into a nearby cave and are hit by a rotten stench that causes your head to spin. You light a torch, pull your shirt over your nose, and march on. It takes a lot of work to banish the many thoughts you have of fleeing, especially when a bubbling, sloshing sort of sound begins to rise around you. But you head deeper still, until finally you come upon it.

Questioning reality, your jaw hangs at the sight of the ooze before you. More massive than in any folktale told, this monstrosity must have been growing for centuries. Whole skeletons of dead creatures churn inside as it peers at you through nascent eyes. Yeah, this thing has eyes, and they are gross.

– Continued on next page.

Special Rules

The Elder Ooze has Shield C, but this is reduced by 1 for each normal or elite Ooze on the map at any time. No more than Cx2 normal or elite Oozes can be on the map at any time.

Whenever the Elder Ooze exits a hex, place one damage token in that hex. These represent slime. In addition, whenever any normal or elite Ooze dies, place one slime in the hex it occupied. Slime cannot be placed in a hex that already has slime, and it does not alter whether a hex is empty, featureless, or unoccupied.

Whenever any character enters a hex with slime, place it on their character mat. Any character with any amount of slime treats all hexes as difficult terrain and gains disadvantage on all their attacks. If a character with slime is targeted by a heal ability, they remove one slime from their mat. Each character also removes one slime from their mat at the start of each of their turns. Whenever any monster enters a hex with slime, that slime is removed from the map, and the monster performs L/2, self (rounded up).

All normal Oozes may enter the hex occupied by the Elder Ooze, and vice versa. If this occurs, the normal Ooze dies, and the Elder Ooze performs X, self, where X is the current hit point value of the Ooze when it died. All normal Oozes focus on moving toward and entering the hex occupied by the Elder Ooze, then find a focus as normal and perform any other abilities as if they had no movement.

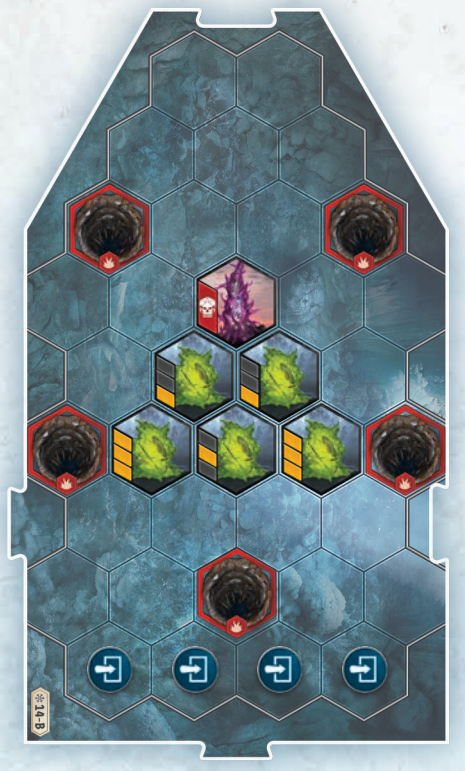
Whenever the Elder Ooze dies, instead of a loot token, it drops its standee in the hex it occupied. All normal Oozes will still focus on moving toward and entering this hex. If any normal Ooze does enter it, place the Elder Ooze back into that hex with 0 hit points and perform the same steps of the normal Ooze dying and the Elder Ooze healing.

Whenever the Elder Ooze suffers damage, after any effects are resolved, spawn one normal Ooze, with a current hit point value equal to the damage suffered, at any empty hex within 3 of the Elder Ooze (or its standee). If spawned in a hex with slime, the Ooze heals as if it had entered the hex as normal. If the Elder Ooze would ever suffer damage greater than a normal Ooze's maximum hit point value, it suffers damage equal to this value instead. If an Ooze cannot be placed when the Elder Ooze suffers damage, then the normal Ooze with the lowest current hit point value performs X, self instead, where X is the damage suffered.

Scenario Key

Loot

x15
x3
x3
x2
x1



Boss Special 1

The Elder Ooze performs:
+1
-1, the target must lose one item for no effect (any persistent effects of the item are no longer applied)
Then all characters adjacent to the Elder Ooze gain one slime.

Map Layout

Boss Special 2

The Elder Ooze focuses on the farthest enemy and performs:
+1, 8
2, all, 1

85 · 05 Deadly Pastimes

Imperial Mountains

Design and writing: Mathew G. Somers

Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted and all characters have escaped. At the end of that round, read **156.3**.

Scenario Effects

Each character gains .

Introduction

Spelunking. The woman's husband really likes spelunking. In monster-infested mountains no less. You wanted to refuse with incredulity, but also she was crying, so you agreed instead.

And now here you are, deep in the Imperial Mountains, following a map the husband left her, directing you to his latest conquest. You find the entrance to the cave system, and it's nothing more than a hole in the rock. You stare into it and see nothing but black. You call down and get nothing back but an echo. Finally, you sigh and set up the climbing gear.

You're halfway down the rope when it suddenly shifts, then gives out entirely. You fall for a bit, landing with a thump on the cold, stone floor. Then the rope falls on top of you, followed by chunks of the rock you tied it to. That probably could have gone more gracefully.

You groan and roll onto your back, but the sound that comes back to you isn't an echo. It's the shifting and scratching of some creature—some very large creature. You stand and ready your weapon, formulating a flimsy scheme on how to get out of this mess. Plus, you'll still need to find the husband, or this whole nightmare will be for naught.

Special Rules

Whenever any character loots a goal treasure tile, each character immediately recovers one of their lost ability cards.

No figure can teleport between unconnected map tiles. Only set up the monsters in each room once, even if shown the setup multiple times.

Section Links

For ease of bookkeeping, most section links for the scenario are provided below.

When any character opens door:
1, read **130.1**. 2, read **110.4**.
3, read **4.2**. 4, read **22.4**.

The first time any character enters hex:
5, read **93.1**. 6, read **15.1**.
7, read **159.3**. 8, read **134.2**.

The first time any character ends their movement adjacent to hex:
9, read **82.3**. 10, read **181.3**.
11, read **64.2**. 12, read **141.4**.
a, read **126.4**. b, read **175.3**.
c, read **24.2**.

The first time any character ends their movement occupying or adjacent to hex:
d, read **136.4**. e, read **177.6**.
f, read **71.1**. g, read **40.3**.

When any character loots treasure tile:
Goal 1, read **94.3**.
Goal 2, read **72.2**.
Goal 3, read **11.4**.
Goal 4, read **36.6**.

Scenario Key

- Black Imp
- Burrowing Blade
- Lightning Eel
- Polar Bear
- Cave Door 3
- Snow Door 1
- Cave Corridor 2
- Lava 4
- Rubble 3
- Snowdrift 3
- Stairs 4
- Water 2
- Large Snow Rock 3
- Snow Rock 6
- Stalagmites 5
- Treasure 4

Loot

- x7
- x2
- x3
- x4
- x2
- x1
- x1

Map Layout

86 · FR The Lady in White

●●○ Frosthaven

Design and writing: Ella Ampongan

Scenario Goals

The scenario is complete when the Lady in White is dead. At the end of that round, read **174.1**.

Special Rules

Each tree in the scenario has (L+2)xC hit points. They are enemies to you and allies to all monsters. Whenever any tree suffers damage but is not destroyed, it summons one normal Black Imp.

Section Links

When door 1 is opened, read **6.3**.

Map Layout

Introduction

It's just before sundown when you walk out of the main gates toward where the guard said he saw the specter. The sky becomes somber, the air colder, and you wrap your cloak tighter around you, moving forward, despite the growing unease inside of you.

Just before you left, you gathered more information about this Lady in White. Some say she is the lost soul of a woodsman's bride, murdered by wayward bandits on their wedding night. Some say she is a priestess, preying on the innocent unborn souls to keep herself immortal. They say that the only way to stop her is to destroy the pieces of her soul hidden in the towering balete trees in the woods.

You walk forward into the grove, but your progress is slowed by the trees' roots, tangled over giant boulders. Then you see a flash of white from the corner of your eye. You turn and catch a glimpse of her horrifying visage before she melts into the trunk of a tree. You approach it and see her outline in the gnarls and knots of the bark. But, as quickly as she dissolved, she emerges and retreats to another tree deeper in. You move to follow, but notice something is amiss; there are other creatures here, hiding in the trees, waiting for their moment to strike.

You pull your attention away from the ghost and take stock of your surroundings. You are about to be attacked, yes, but you also notice that the trees this apparition inhabits have glowing green roots, and you know instinctively that this is how you will survive. Somehow you must destroy these trees.

Scenario Key

- Black Imp
- Earth Demon
- Ice Wraith
- Snow Door 1
- Large Snow Corridor 2
- Snow Corridor 1
- Ice Spikes 5
- Log 3
- Large Snow Rock 1
- Tree 3
- Treasure 1

Loot

- x10
- x4
- x2
- x2
- x1
- x1

87 · J7 The Collection

●○○ | Whitefire Woods | Design: Dan Patriss; Writing: Crystal Mazur

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 68.4.

Introduction

The girl provides detailed descriptions of the landmarks she remembers seeing when she escaped, and you are certain you can find the location of the Collector. The metallic structure she remembers being held in was deep within the Whitefire Woods. Gathering up your materials, you head east to find the Collector.

You eventually come upon the weathered metallic structure hidden within the woods. Entrance into the structure is easy, and you quietly make your way inside. You explore the ruins, inspecting rooms until an echo finds its way to you.

As you follow the sounds, now steadily growing larger, you finally find a large room filled with cages containing various creatures. A tall, golden Savvas hovers around the room using focused energy to hold itself upright. It must be the Collector.

Unfortunately, the Collector also has guards—a pack of Algox that are quite incensed at your sudden arrival. You are unsure what the Collector needs so many different creatures for, but with these types of situations, it's never good.

Special Rules

Set up the Boss monster ability deck, though you will not need it at this time.

Section Links

When door 1 is opened, read 31.2.
When door 2 is opened, read 184.6.
When door 3 is opened, read 77.2.
When door 4 is opened, read 73.1.

Map Layout

Scenario Key

- Algox Archer
- Algox Guard
- Flaming Bladespinner
- Lurker Clawcrusher
- Polar Bear
- Steel Automaton
- Metal Door 4
- Trap 5
- Metal Cabinet 2
- Supply Shelf 1
- Treasure 2

Loot

- x8
- x2
- x4
- x3
- x1
- x1
- x1

88 · 17 Collection's Capstone

●●○ | Whitefire Woods | Design: Dan Patriss; Writing: Crystal Mazur

Scenario Goals

The scenario is complete when the Collector is dead. At the end of that round, read 128.3.

Scenario Effects

Each character gains .

Introduction

"You have proven yourself to be marvelous specimens." The Collector's voice echoes through the hallways as you make your way through them. "I can almost taste your life force. I'm confident it will be exquisite."

You get to the end of the hallway and find elite Savvas guards blocking your advance. "All we need to do is subdue you..."

Section Links

When door 1 is opened, read 79.3.

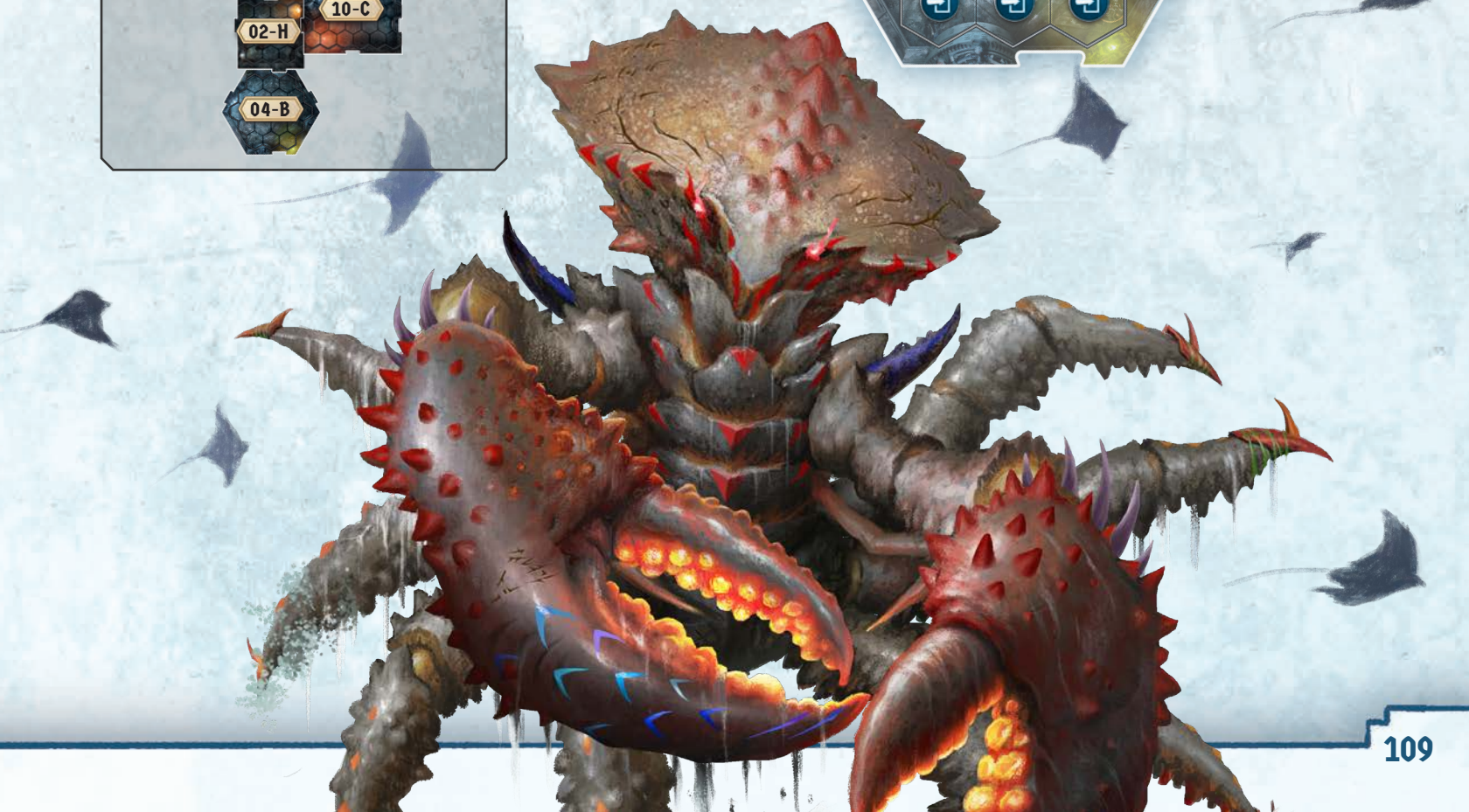
Map Layout

Scenario Key

The Collector	Lurker Clawcrusher	Metal Door 2
Earth Demon	Savvas Icestorm	Trap 2
Flame Demon	Savvas Lavaflow	Metal Cabinet 1
Frost Demon	Wind Demon	Treasure 1

Loot

- x8
- x3
- x4
- x2
- x1
- x1
- x1



89 · G10 A Contained Fire

●●○ Copperneck Mountains | Design and writing: Marcus Ross

Scenario Goals

The scenario is complete when Vanjal is dead. At the end of that round, read 158.5.

Introduction

On your way to Vanjal's fortress, you encounter an old Algox on the road, struggling to carry a large parcel. You recognize her as the one who asked for your aid and approach her to help.

"Oh, our liberators! Thank goodness you are coming to our aid!" The Algox cries as she passes the load over to you. "This Vanjal is a monster. He claims to be an Icespeaker, but he took just one look at the ice, saw his own reflection, and found all the guidance he needed. Since then, his odious band of goons have made life miserable for all the neighboring clans. The gift you hold ensures my survival. If my yield is too small or too late, I'm sure to be the next one locked up or worse. I don't think we can take another season like this. We cannot pay you, but you will have our eternal gratitude."

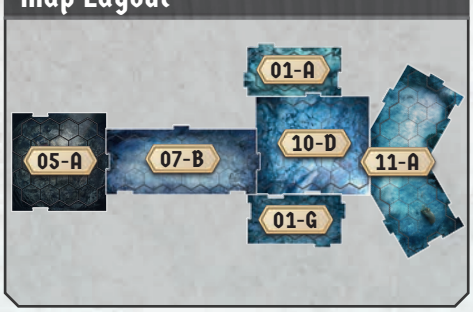
You hand back the parcel, telling her you won't be needing it; that you have other ways of negotiating, and she should take the supplies back to her village. Then you part ways; you head farther down the road and she turns back.

You approach the courtyard outside the building and are immediately met by a contingent of Algox guards. "Where is your offering for the mighty Vanjal?" One of them asks. You show them your weapons, and they smile. Apparently, everyone has been itching for a good fight.

Section Links

When door 1 is opened, read 83.1.

Map Layout



Scenario Key

Algox Archer	Cave Door 1	Ice Pillar 1
Algox Guard	Stairs 2	Large Snow Rock 2
Algox Icespeaker	Water 4	Altar 2
Algox Priest	Barricade 1	Treasure 1
Snow Door 2	Crate 2	

Loot

- x10
- x2
- x2
- x2
- x2
- x1
- x1

90 · I3 Frozen Treasure

●●○ Biting Sea | Design and writing: Lisa Smedman

Scenario Goals

The scenario is complete when all enemies in it except any inactive Frozen Corpses are dead. You may end the scenario at the end of any round when this is the case and read **121.2**.

Introduction

With a firm agreement in place, Rattusca leads you aboard the Lucky Lady, and the captain sets sail out to the spot where his ship struck the iceberg. There are indeed more bodies to be found; gold glints from within the ice that has become their tomb. They all seem to be wearing rotted armor; you imagine them fighting each other on a shelf of ice that split away from the mainland, unnoticed, during the ancient battle.

The captain stops the ship just long enough to have his crew row you, in one of the ship's jolly boats, to the largest chunk of ice. The crew immediately push off. You shout at them to wait for you, but they shake their heads vehemently. "You think we want to become a bear's dinner?" One of them yells back at you.

Whirling around, you see a hungry polar bear rear up to its full, massive height. It is gaunt—probably been stuck on this ice floe for some time, and it looks hungry.

"I'll send the boat back when it's safe," the captain yells across the water at you. "When there's nothing moving on the ice but you, we'll come back and pick you up. All right?"

Special Rules

Do not set up corridors 1 to 4.

Shuffle numbered tokens 1 to 4 face-down next to the map. At the start of each round (including the first), reveal one and place the corresponding corridor on the map as depicted. If at the start of a round, all numbered tokens have already been revealed in prior rounds, instead remove all corridors from the map and shuffle the numbered tokens face-down again.

Whenever any corridor is removed from the map, all overlay tiles and tokens on it are destroyed and any non-character figures occupying it die (without dropping loot). Any character occupying it suffers trap damage and is placed in the closest empty hex.

All Frozen Corpses do not act until they suffer ✵5. Once this happens, the Frozen Corpse heals all damage and then acts as if spawned. When a Frozen Corpse dies, instead of a loot token, it drops one numbered token. These can be looted as one treasure tile, which are each worth 10 gold at the end of the scenario if it is completed.

Map Layout

Loot

- x5
- x4
- x4
- x2

Scenario Key

- Frozen Corpse
- Ice Wraith
- Polar Bear
- Snow Imp
- Large Snow Corridor 4

91 · J4 Shoreline Scramble

●●○ Design and writing: Lisa Smedman

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 122.2.

Scenario Effects

Each character suffers 3.

Introduction

Winds and waves batter the ship mercilessly. Try as the crew might, it is impossible to keep the ship from being blown down the coast, away from Frosthaven's safe harbor. More troubling still, this stretch of coastline features no bay in which to shelter—just looming cliffs.

And then the worst happens: the mainsail gives way, ripping apart into tattered fragments.

"Abandon ship!" The captain cries, and the crew scramble to lower the jolly boats. You do likewise, and manage to get one of the small craft lowered to the water just in time. You pile into it and row furiously, heading for shore as the Lucky Lady smashes itself to pieces on the coast's jagged rocks.

Below your jolly boat, crackles of light come from the depths: the flashes of deadly lightning eels. Above the howling wind, you hear the screams of someone who was tossed into the sea; part of you hopes it was Rattusca, the Vermling whose chance meeting caused you to undertake this misadventure.

After much rowing and more than one near capsize, you manage to land the jolly boat on a narrow strip of beach—a thin ribbon of land between looming cliffs and the angry gray sea. You scramble onto shore, only to find your troubles are not yet done. On either side of you, Lurkers advance menacingly toward you. Farther down the beach, beyond the ruined remains of the Lucky Lady, the cliffs are a bit lower; if you can reach that spot, you might scramble to safety. But it's going to be a close race.

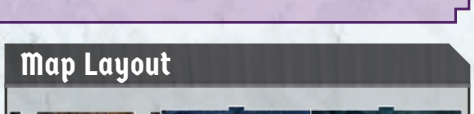
Special Rules

Shuffle numbered tokens 1 to 4 face-down next to the map. After setting up the starting (center) tile, reveal one numbered token and set up the left tile as depicted in the corresponding map section, then reveal another numbered token to set up the right tile. Finally, place five corridor hexes on each map tile transition so there are no walls between the map tiles.

Whenever there are no characters on the rightmost map tile (or the hex halfway on it), any character may move through the leftmost wall line to scroll the map forward. When this occurs, immediately remove everything on the rightmost map tile from the map and connect that tile to the leftmost one, placing five corridor hexes where the map tiles now transition so there are no walls between the map tiles. Then reveal one of the remaining numbered tokens and set up the new left tile as depicted in the corresponding map section, proceeding as if it were a newly revealed room.

After the map has been scrolled twice, the three leftmost hexes become escape hexes. If any character becomes exhausted, the scenario is lost.

Map Layout



Scenario Key

Loot

- x10
- x4
- x4
- x1
- x1

– Continued on next page.

92 · 14 ■ Sinking Ship

●●● | Biting Sea | Design and writing: Calvin Wong Tze Loon

Scenario Key

- Lightning Eel
- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Soldier
- Lurker Wavethrower
- Large Water Corridor 2
- Water Corridor 2
- Crate 4

– Continued on next page.

Scenario Goals

The scenario is complete when all characters and HE-RO-IC-S have escaped. At the end of that round, read **152.4**.

Introduction

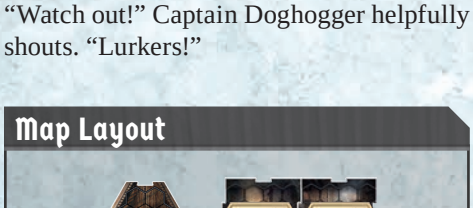
Doghogger's seamanship proves excellent as the ship glides to a halt next to the stricken vessel. There's no sign of a struggle, but you can hear the telltale rushing of water entering the hull from below. Looking down into the cargo hold, you can see crate after crate of supplies. Easy pickings, like Doghogger said.

You're not prepared, however, for the chirpy voice popping up behind you. "GREETINGS, SANCTIONED RESCUE PARTY AND OR SCAVENGERS AND OR UNAUTHORIZED PIRATES," buzzes a small, flying automaton, its propellers whirring wildly in an attempt to keep it airborne. "I AM HELPER ROBOT IC-S. YOU MAY CALL ME HE-RO-IC-S. I WILL HELP YOU SAVE THE CARGO."

Before you can further react to the appearance of the robot, the massive crash of claws hitting the deck consumes your attention and several Lurkers clamber on board.

"Watch out!" Captain Doghogger helpfully shouts. "Lurkers!"

Map Layout



Loot

x7 x2
x4 x1
x3 x1
x2

Special Rules

HE-RO-IC-S (h) is an ally to you and an enemy to all monsters. It has flying and cannot be interacted with in any way, except for, at the end of each character's turn, they may grant HE-RO-IC-S either 5 or L+2.

Water is slowly filling the boat, submerging the map tiles. At the end of the sixth round, tile 7-G is submerged. At the end of the tenth round, tiles 2-B and 2-D are submerged. At the end of the twelfth round, tile 14-A is submerged. Whenever any map tile is submerged, remove it from the map along with everything on it. If HE-RO-IC-S or any character is removed this way, the scenario is lost. If any character becomes exhausted, the scenario is lost.

All hexes (2) are linked to all hexes (1) and (3). No figure can teleport between rooms.

All crates on tiles 2-B, 2-D, and 14-A contain four loot tokens, while the crate on tile 7-G contains an infinite supply. Any loot ability affecting a hex with a crate loots one token from that crate. In addition, whenever any character or HE-RO-IC-S is adjacent to a crate, they may spend 3 movement points to loot one token from that crate. However, HE-RO-IC-S can only loot one token per round.

All loot tokens are not traded in for loot cards when looted but, instead, placed on the looting character's mat or next to the map for HE-RO-IC-S. No monsters drop loot tokens.

When at least 5xC loot tokens have been looted, each (a) becomes an escape hex. Each character can still command HE-RO-IC-S at the end of their final turn before escaping.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 4	(f): One normal Lurker Wavethrower and one normal Lurker Soldier	(f): Two normal Lurker Wavethrowers and one normal Lurker Soldier	(f): Two normal Lurker Wavethrowers and one elite Lurker Soldier
3, 5	(b): One normal Lurker Soldier (g): One normal Lurker Wavethrower and one normal Lurker Soldier	(b): One elite Lurker Soldier (g): Two normal Lurker Wavethrowers and one normal Lurker Soldier	(b): One elite Lurker Soldier (g): Two normal Lurker Wavethrowers and one elite Lurker Soldier
6, 8	(c): One normal Lurker Soldier (d): One normal Lurker Mindsnipper	(c): One normal Lurker Soldier (d): One elite Lurker Mindsnipper	(c): One elite Lurker Soldier (d): One elite Lurker Mindsnipper
7, 9	(b): One normal Lurker Clawcrusher (e): One normal Lurker Wavethrower and one normal Lurker Soldier	(b): One normal Lurker Clawcrusher (e): Two normal Lurker Wavethrowers and one elite Lurker Soldier	(b): One elite Lurker Clawcrusher (e): Two normal Lurker Wavethrowers and one elite Lurker Soldier
10+	(c): One elite Lurker Clawcrusher	(b): One normal Lurker Clawcrusher (c): One elite Lurker Clawcrusher	(b) and (c): One elite Lurker Clawcrusher

93 · H7 Midwinter Brawl

●●○ | Whitefire Woods | Design and writing: Mike West

Introduction

You head out to the meeting point Scabwit assigned, ready to provide some muscle for these peace negotiations. Vermlings and Algox don't get along too well at the best of times and with whatever dark force is pushing more Vermlings out of the Radiant Forest, the two groups have been butting heads more and more frequently.

That the Vermlings are willing to negotiate with the Algox to share the land is a good sign, at least. It means they are keen that the skirmishes should stop, although you can't help but wonder what arrangement would be acceptable to both parties. This certainly isn't going to be easy.

Upon reaching the clearing in the forest, you feel the tension in the air. On one side sits the representative of the Biteclaw Vermlings: the priest, Scabwit, looking grim-faced. On the other side, the Algox Snowspeaker, Yoglang, glares at you. A table heaped with food in the center of the clearing remains untouched.

"Now we are all present, we can begin," says Scabwit. "The Biteclaw clan would like it to be recognized that they will take ownership of the northwest section of the Whitefire Woods. In return, we will no longer venture into any of the lands to the East or South."

Yoglang lets out a growl. "Whitefire Woods are Algox land. They always have been and always will be. You pathetic vermin come to take it, and we'll defend it with your lives."

"Verm-ling," Scabwit replies through a snarl.

Yoglang continues. "If vermin want land, the vermin must pay Algox gold or furs."

"Those horns must make your skull rather thick." Scabwit bristles again. "We have little gold or anything else to call our own. We have been driven out of the Radiant Forest by Harrowers and fiends. The Whitefire Woods are big enough for everyone."

Yoglang shrugs. "You vermin pay gold, or you vermin leave."

"I told you not to call us 'vermin', you big, dumb slab of meat!"

Loot

- x9
- x4
- x2
- x2
- x1
- x1
- ☐ x1

"What can rat people do?" Laughs Yoglang. "Rats are small and squishy. We Algox are strong."

Scabwit leaps up on the table, brandishing his staff menacingly, "At least we have functioning brains, unlike you animals! Insult me one more time, and I'll show you what small rats can do!"

Special Rules

Before setting up the scenario, choose which side to support, then only read the corresponding section for that side on this page or the next.

Section Links

If you support Scabwit, read section **A**.
If you support Yoglang, read section **B**.

Map Layout

Section A

You announce that Frosthaven sides with the Vermlings, and Yoglang is furious. She rises to her feet and bellows at you. "The Algox do not recognize this treaty. We are betrayed, now we will crush you!" From her side of the clearing, a number of Algox warriors step out from their hiding places.

Scenario Goals

The scenario is complete when at least seven rounds have passed and all enemies are dead. At the end of that round, read **20.2**.

Special Rules

Do not set up the Polar Bears, Hounds, or Vermling Scouts. All characters start on the left side of the scenario map.

The Vermling Priest is Scabwit, an ally to you and an enemy to all other monsters. He adds -1 to all his move abilities and is immune to Yoglang's . Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Scabwit.

If Scabwit dies, the scenario is lost.

The Snowspeaker is Yoglang. Yoglang and Scabwit will only focus on and attack each other until one of them is dead.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 4, 6	(a): One normal Algox Scout	(a): One normal Algox Scout	(a): One elite Algox Scout
3, 5, 7	(b): One normal Algox Guard	(b): One elite Algox Guard	(b): One elite Algox Guard

– Continued on next page.

Section B

You announce that Frosthaven sides with the Algox, and Scabwit is furious. "We have been driven from our homes, and now our only place of refuge is barred from us! The Vermlings refuse to pay and will take the territory by force!" He whistles shrilly, and Vermlings jump out from their hiding places.

Scenario Goals

The scenario is complete when at least seven rounds have passed and all enemies are dead. At the end of that round, read 192.2.

Special Rules

Do not set up the Algox Scouts, Archers, or Guards. All characters start on the right side of the scenario map.

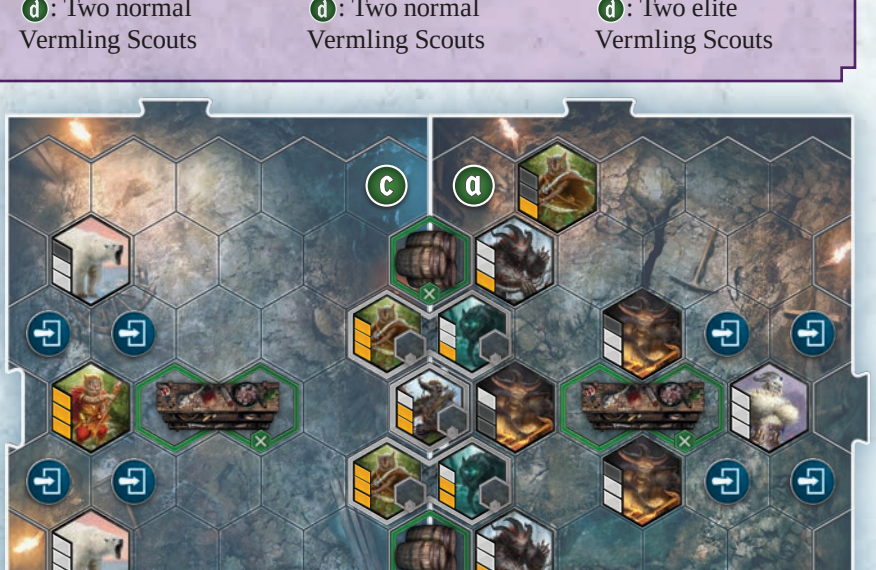
The Snowspeaker is Yoglang, an ally to you and an enemy to all other monsters. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Yoglang. If Yoglang dies, the scenario is lost.

The Vermling Priest is Scabwit. He is immune to Yoglang's Retaliate and adds -1 to all his move abilities. Yoglang and Scabwit will only focus on and attack each other until one of them is dead.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 4, 6	c: One normal Polar Bear	c: One elite Polar Bear	c: One elite Polar Bear
3, 5, 7	d: Two normal Vermling Scouts	d: Two normal Vermling Scouts	d: Two elite Vermling Scouts

Scenario Key



94 · B6 A Grand View

Design and writing: Mathew G. Somers

Scenario Goals

The scenario is complete when all characters and at least C Vermling Scouts have escaped. At the end of that round, read 102.3.

Introduction

A cold wind waters your eyes. Being careful with your steps over the icy, rocky terrain, you scan the blurred landscape for any signs of Camilla, the painter Eros sent you off to find. You tracked down the adventurers who gave her directions out here and got the same. This may be a fool's errand, but you must admit that you, too, are interested in catching sight of these "majestic beasts".

There has to be some sign of something nearby. You repeat these words to yourself as the hours slip away, with you stumbling across the frozen wastes in vain.

And then, without warning, a small voice: "Excuse me, please?" Something sobs and taps at your leg. Startled, you look down to see a small Vermling, bundled in clothing, blinking up at you. The wind blows but nothing more is said. Not knowing how to proceed, you ask how you may be of service.

– Continued on next page.

"Robots," the small Vermling cries. "They come in the night and take my family. I follow them to a big building, but there are too many. I can't rescue them by myself. Please, I need help."

You ask if perhaps there was an older human woman captured by these robots as well.

"Possible," the Vermling shrugs. "The machines, they capture everything they see. Not sure why. I can show you."

The Vermling leads you to the facility. This is your only possible lead on where Camilla could have gone. "Must be careful," the Vermling warns as you stop at the entrance. "If the spinners notice you, they cry and call many others. My last friends who said they'd help did not listen. They didn't live."

Special Rules

Do not set up the Scout or Flaming Bladespinner monster ability decks or the Flaming Bladespinner stat card.

All obstacles (a) and (b) cannot be destroyed or moved in any way.

All Flaming Bladespinners have and cannot be interacted with in any way. Instead of acting as normal, at the start of each round, each one moves one hex clockwise around the adjacent obstacle (a). If any hex a Flaming Bladespinner enters contains another figure, place that figure in the closest empty hex. If that figure is a character or Vermling Scout (not character summon), it also suffers trap damage.

At the end of each round, for each character or Vermling Scout (not character summon) adjacent to a Flaming Bladespinner, spawn one Ruined Machine in any empty starting hex. It is normal for two or three characters or elite for four characters. In addition, at the start of each third round, spawn one Ruined Machine at any empty starting hex. It is normal for two characters, elite each second spawning (starting with the first) for three characters, or elite for four characters.

All doors (1), (2), and (3) are locked.

Any character adjacent to control console (b) may forgo one top or bottom action each round to discard that card instead and place damage tokens on the console equal to the left (tens) digit of the discarded card's initiative value.

All starting hexes are also escape hexes. If any character becomes exhausted or more than C Vermling Scouts die, the scenario is lost.

Section Links

When at least 10xC damage tokens have been placed on control console (b), read **150.2**.
When door (2) is opened, read **20.3**.
When door (3) is opened, read **87.3**.

Map Layout

Scenario Key

- Ancient Artillery
- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Vermling Scout
- Metal Door 4
- Trap 4
- Control Console 1
- Debris 4
- Large Debris 3
- Metal Cabinet 3
- Treasure 2

Loot

- x9
- x3
- x5
- x1
- x1
- x1

95 · FR To Bury the Dead

Frosthaven

Design and writing: Mathew G. Somers

Scenario Goals

The scenario is complete when sarcophagus (a) is relocated into both hexes (b) and the Reluctant Ghost is not on the map. At the end of that round, read **34.3**.

Introduction

Life has a knack for the unexpected. You glance down and adjust your grip on the coffin you carry, tracing the walls outside Frosthaven in the moonlight. You're to inter the painter who was, by all accounts, a lovely, talented person in life, albeit mildly ill-tempered. The problem is, in death, she's become all ill-temper and nothing more.

"Burn the Oak!" Camilla's ghost blasphemes as you near the graveyard. "Back! Bring me back!" It would seem her unnatural, violent end has left her quite resistant to the idea of death.

You notice a shadowy substance rise from her sarcophagus, its swirling mass coalescing to form a spectral hand. On instinct, you strike it down, and poor Camilla wails.

And then, something wails back. As you peer into the darkness, your feet tentatively crunching through the snow, you realize it was foolish to undertake this task at night. The wind rattles the branches of nearby trees, masking the sound of the icy projectile that narrowly misses your head. Looks like more work has shown up. Luckily, this sort is right in your wheelhouse.

Special Rules

At the start of each round after the first, if all characters are occupying or are adjacent to sarcophagus (a), relocate it to any two unoccupied, non-obstacle hexes with at least one adjacent to a character hex. Any non-door, non-corridor overlay tiles in these hexes are destroyed.

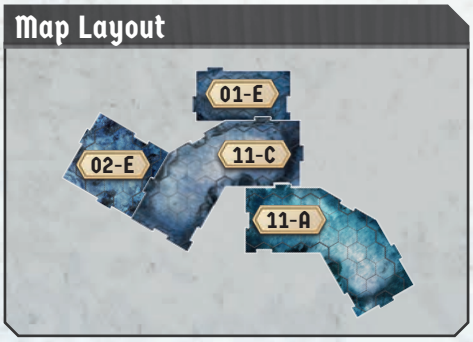
If any character becomes exhausted, the scenario is lost.

All doors (1) and (2) are locked, but sarcophagus (a) can be relocated to them.

Section Links

When sarcophagus (a) is relocated to either door (1), read **84.1**.
When sarcophagus (a) is relocated to door (2), read **149.3**.
At the start of the eighth round, read **43.1**.

Map Layout



Scenario Key

Loot

- x8
- x4
- x2
- x2
- x2

96 · E11 Underground Station

●●○ Copperneck Mountains

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 79.2.

Introduction

It looks like the tip you heard about a still-functioning Unfettered facility was correct. A hexagonal hatch easily pries up and, with a light hiss, reveals a ladder down into a ruddy metallic cavern. You push deeper into the chamber and find it remarkably well preserved, despite the occasional corridor where the ceiling has collapsed.

With each step you take, the path illuminates farther ahead, lit by an unseen force. The whole system seems to be reacting to your presence. The floor trembles, and a thin blue path of light appears, extending farther into the facility. With a gentle creak, a smooth metal platform beside you begins to impossibly rise, hovering a few inches off the rail line below. It seems sturdy enough to bear a load. Without further explanation, it trundles forward on the blue path toward a doorway blocked by a cave-in ahead.

While the system has seemed welcoming so far, not every component is eager to see you—an automated turret rises out of the ground and aims right at you.

Special Rules

Each debris, regardless of size, has L+10 hit points. They are enemies to you and allies to all monsters.

On initiative 50 of each round, floating platform b moves one hex toward door 1, its back hex always entering the hex its front hex exits. Each character occupying it may increase this movement by one hex. Tiles, tokens, or figures on the floating platform move with it. The floating platform destroys all traps and terrain it enters, and it can open doors.

If the front hex of the floating platform enters a hex occupied by any figure, the figure suffers L+6 and is placed in the closest empty hex. If the floating platform would enter any debris, the debris instead suffers L+6 and the platform ends its movement.

Door 1 is locked and will unlock when the floating platform moves adjacent to it.

If any character becomes exhausted, the scenario is lost.

Map Layout

Section Links

When door 1 is opened, read 18.1.

Scenario Key

- Ancient Artillery
- Black Imp
- Rending Drake
- Cave Door 1
- Metal Door 2
- Cave Corridor 1
- Large Cave Corridor 3
- Large Metal Corridor 2
- Stairs 2
- Ice Pillar 6
- Debris 5
- Large Debris 4
- Treasure 1

Loot

- x14
- x1
- x3
- x1
- x1

97 · D12 Program Control Nexus

●●● Copperneck Mountains

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when the Program Director is dead. At the end of that round, read **43.3**.

Introduction

"THIS IS A CLEAN ROOM PROGRAMMING FACILITY. ALL DETRITUS MUST BE REMOVED."

The spindly arm of the ceiling-mounted voice adjusts and re-adjusts its perspective on you, confirming with an array of red lights that its evaluation is sound. On cue, a robotic floor-cleaning automaton wheels over to you, bumping into your boots before coming to a stop. It pulls out a wire-bristle brush and tries to sweep away your feet to no avail. The robot turns back to the ceiling-mounted voice, giving an ineffective series of beeps before driving off to other duties.

"I AM THE PROGRAM DIRECTOR. YOU ARE A CONTAMINANT AND MUST BE REMOVED. PLEASE PLACE YOUR NECKS IN THE AUTOMATIC SEVERING DEVICE. YOUR COOPERATION IS APPRECIATED."

A quick look around the room reveals rows of machines waiting for programming, stacks of punch-cards at the ready. If you could get your hands on those cards…

"NON-COMPLIANCE DETECTED. PREPARE FOR REMOVAL." The machines whirl to life and start lumbering toward you.

Special Rules

Whenever any character ends their turn occupying any pressure plate (a) to (d), reveal up to two monster ability cards from the corresponding monster ability deck listed below and add them to the character's hand.

(a): Steel Automaton
(b): Flaming Bladespinner
(c): Robotic Boltshooter
(d): Ruined Machine

At the start of each round, for each monster set on the map, any character may play one corresponding monster ability card from their hand (placing it in the monster set's discard pile) to determine that set's actions for the round instead of revealing one card from the monster ability deck. If any monster set on the map has no ability cards in its draw deck, a character must play one for that set from their hand. Whenever any monster ability card is played by a character, all monsters of that set become allies to you and enemies to the Program Director until the end of the round. Monsters of that set are still allies to all non-boss monsters and enemies to the rest of your non-monster allies.

The Program Director suffers half the damage (rounded down) from all attacks except those performed by monsters.

Loot

x10
x2
x4
x1

Scenario Key

- Program Director
- Flaming Bladespinner
- Robotic Boltshooter
- Ruined Machine
- Steel Automaton
- Large Metal Corridor 3
- Metal Corridor 1
- Pressure Plate 4
- Trap 6
- Control Console 2

– Continued on next page.

97 cont. · Program Control Nexus

Boss Special 1

The Program Director focuses on the farthest enemy with an adjacent empty hex, then performs:
to an empty hex closest to focus
+0, 2
Then all characters occupying any pressure plates suffer trap damage.

Boss Special 2

The Program Director is an ally to all monsters this round, even if a character played a monster ability card for them. It focuses on the closest enemy with an adjacent empty hex, then performs:
to any empty hex closest to focus
-2, all adjacent enemies

Map Layout

98 · E12 Collapsing Vent

●○○ Copperneck Mountains

Design: Zachary Cohn; Writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **177.1**.

Scenario Effects

Each character suffers 3.

Introduction

Security alarms flash throughout the room. An iron girder topples to the ground, crushing a matched set of Bladespinners and blocking the way you came in. Is that... Yes! The ventilation shaft is plenty large enough to climb through, and judging by the airflow, this passage leads to the surface. You waste no time fleeing the room that will soon be these Unfettered's tomb. Unfortunately, the vent comes with its own dangers.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read **160.1**.

Map Layout

Loot

- x10
- x1
- x4
- x3
- x2

Scenario Key

- Ancient Artillery
- Black Imp
- Burrowing Blade
- Spitting Drake
- Metal Door 3
- Cave Corridor 1
- Large Cave Corridor 1
- Trap 2
- Rubble 6
- Large Debris 3
- Stalagmites 6
- Treasure 2

99 · A4 Prison Break

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when all enemies in it are dead and the goal treasure tile has been looted. At the end of that round, read **189.5**.

Section Links

The first time two characters simultaneously occupy both pressure plates (a) at the end of a turn, read **127.3**.

Map Layout

Introduction

It's been six days of marching through the snow with Gem as your guide. The too-old Orchid hasn't suggested the bitter cold has any effect on her, but the sheer weight of crystals grown on her body over a lifetime has meant the trip, which should have been two days at most, has taken the better part of a week. She finally takes a seat on a rocky outcropping and points a heavy finger at the stone doorway in front of you.

"Well, this is the part I'm paying for. Prison is just this way, I trust you'll have no trouble whatsoever. It would be a true surprise if any of the guards lasted this long!" She settles in, humming to herself.

The stone door's lock has long ago rusted away, and the chamber beyond is dark and silent—no one has disturbed this for what feels like centuries. You wonder what kind of prison this even is.

You find a sconce and light it. By some unseen mechanism, the fire jumps across the room, lighting the area in a warm glow. The prison has a high ceiling with a third-story catwalk, and illuminated before you is a massive cell door, shut tight.

Before you can deal with the door, though, you'll need to deal with the guards, which are not as long-dead as you had hoped. So much for this being an easy job.

Loot

- x10
- x2
- x4
- x2
- x2

Scenario Key

- Frozen Corpse
- Robotic Boltshooter
- Steel Automaton
- Metal Door 1
- Pressure Plate 2
- Trap 3
- Rubble 3
- Stairs 4
- Ice Pillar 4
- Treasure 1

Special Rules

Door (1) is locked.

All figures on any tile 1 treat all figures on tile 13-C as in range and line-of-sight for any ranged attack. All monsters on any tile 1 do not move off their tiles unless forced.

100 · A3 Inside the Swarm

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when all enemies in it are dead and the goal treasure tile has been looted. At the end of that round, read **147.1**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

If your body is here, it is limp. Warm, milky darkness washes over you in waves. You open your eyes, forcing them open with all your willpower. No, they're still closed. You open them again and again. Never re-closing them, just opening them over and over and... no, you *can* see. It's an icepick of clarity that scrapes against your spine. You can see everything, forever. It's too much. You want to cry—to shed tears at the enormity—but your eyes are still shut.

"Focus! Concentrate on what you know," Gem's voice is a harp: slow, deliberate plucks that center you. "Imagine your strength, what makes you you. The rest will come back with time." You remember. You're here to stabilize the swarm. Keep it calm. You have purpose. And the voice... the voice is a friend?

"You're reaching too far. Just concentrate on yourself. Focus on your strength. We need to build up your subconscious without waking your conscious mind." You picture your arms, your legs. Your body, just as you remember it. And as suddenly as you recall, it is here.

"Good! We'll need to reach the core of the Harrower's mind. It is pure; there is no harm here except what you bring with you. Purge your mind and—"

Harm. You remember harm. You remember your strength, striking down harm. And as soon as you recall it, it too is here. A sigh permeates your consciousness, and you hear her voice again: "Please be careful... I don't want to have to gather more mercenaries."

Special Rules

Place each character's entire pool of available ability cards (not just their hand size) into a set-aside deck next to their character mat. Each character then selects any two of these cards to form their starting hand.

Whenever any character rests or would lose a card to negate damage, instead of losing a card, they add any one set-aside card to their hand. In addition, whenever any character plays a lost action, instead of losing the card, they discard it and also add any one set-aside card to their hand. All lost actions still place the card in the character's lost pile as normal. All abilities that recover lost cards instead move cards from a character's discard pile to their set-aside deck.

If any character would add another set-aside card to their hand while at their maximum hand size (including cards in their hand, active area, lost pile, and discard pile), they become exhausted.

Section Links

When door 1 is opened, read **141.3**.

Map Layout

Scenario Key

- Burrowing Blade
- Earth Demon
- Lurker Mindsnipper
- Shrike Fiend
- Snow Door 2
- Large Snow Corridor 4
- Trap 6
- Rubble 2
- Bookshelf 1
- Ice Pillar 7
- Metal Cabinet 1
- Treasure 2

Loot

x15

Harrower Library

●○○ Radiant Forest

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when C+4 swarms have been absorbed by Zu. At the end of that round, read **137.4**.

Introduction

You push past wrought-iron gates into what was once an ornate entrance hall, but today just barely provides a bit of shelter from the storm outside. Carvings, too intricate to have been made by human hands, adorn the broad wooden doors, coalescing into sublime patterns now worn away with time. The iron hinges are smashed in, and the door hangs lopsided—the fabled Harrower Library you were looking for is in disrepair.

"It wasss a place of reverenccee onceee." Zu, the Harrower you rescued from prison, shuffles toward the door. "But it hasss the anssssswers we sseeek."

Gem turns to you. "In any case, we'll need to collect whatever remains from the resources here at the library. Harrowers aren't like you or I—they're many smaller creatures that have agreed to work in unison. A library for them doesn't have scrolls or books, but rather deposits of themselves. A Harrower can subsume what's in these receptacles and learn all that the depositor knew. Here are the remaining memories of the Harrowers who locked Zu away and drove the rest of us to the far reaches of the continent. They will know where to find our companion."

The unmistakable sound of angry Algox down the hall interrupts your conversation. Gem brushes off a stone bench and sits down, folding her crystal-covered arms. "Well, I'll let you fine mercenaries deal with that. Sounds like more guards stationed to thwart our plans. Best of luck and all."

Section Links

When door 1 is opened, read **126.2**.
When door 2 is opened, read **194.4**.
When door 3 is opened, read **171.3**.

Map Layout

Scenario Key

- Algox Archer
- Algox Guard
- Algox Priest
- Dungeon Door 3
- Cave Corridor 1
- Large Cave Corridor 2
- Trap 6
- Rubble 6
- Ice Pillar 2
- Metal Cabinet 4

Loot

- x8
- x3
- x3
- x3
- x1
- x1
- x1

102 · R7 Into the Black

Imperial Mountains

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when the Savvas Icestorm is dead. At the end of that round, read **142.3**.

Scenario Effects

Each character adds one -1 card to their attack modifier deck.

Introduction

You find Bartlet, the last surviving member of Gem's mercenary group, slumped in the corner of an unassuming cave, right where Zu said. The mood is more somber and less celebratory than you expected.

Gem strokes her hand over Bartlet's unconscious forehead. "A Savvas is granted all the life it will ever have the day it's born under the Copperneck Mountains. From then forward, their lives have a finite energy, and when they take their last step, they return to being just the rocks they once were." She taps her finger against Bartlet's forehead, but there's no response.

"Oh sure, they can top off some dribs and drabs by eating some rocks, but the reality is that every step they take, every spell they cast, every word they speak—it marches them closer to the end of their lives. Macabre, really. Could you imagine? Knowing you have just a hundred fifty years, give or take, and everything you do counts against it? That's why a Savvas's life is so focused, they know they have to make the most of the little time they have."

Gem stops for a moment, and when she continues speaking, there's a line of wetness under her eyes. "By that same token, if a Savvas were to just stop moving, to think no more thoughts, and just settle where it sat… well, it could live for a very long time. And I can think of no Savvas that would want more to never think again than poor Bartlet. It's a kind of torture, really. To live with just the faintest trickle of a thought, knowing that your guilt is your only companion." Gem pauses for a long time, unsure if she should continue.

"I told you we used to adventure together. Zu, Bartlet, and I. But there was a fourth... what you today call a Lurker. Ripple was the best of us. We took a job, and we chose... the wrong path. We were manipulated, and it wound up with Ripple dead and the rest of us outlaws. We couldn't show our faces anywhere. Zu was imprisoned, and I hid. Bartlet... poor, sweet Bartlet just gave up. Exiled itself. Wandered into the mountains and sat down here. I've been searching for my old friend ever since."

The Harrower, Zu, bows their head. "And what now thattt we have found our companionnn? There cannot be much life leffft in Bartlet at all... it hasss been too long."

Gem reaches out one of her hands and extends a crystalline finger. She places it gently, delicately against the temple of the resting Savvas, and then with surprising strength pushes her long, sharp digit into the creature's skull until her finger is embedded down to the knuckle.

"What now? Now they go in and put its mind to rest. Find the Savvas in there and help it move on." She looks back at you, all business, and encourages you to hold one of the sharp crystal protrusions on her back. "What are you waiting for? Grab on." You pick one that seems stable enough—and just like that, it's done.

Map Layout

Scenario Key

- Chaos Demon
- Frost Demon
- Living Spirit
- Night Demon
- Savvas Icestorm
- Wind Demon
- Large Dungeon Corridor 2
- Any Other Tile 55
- Treasure 2

Loot

x15

– Continued on next page.

Special Rules

Any character may spend 1 movement point to place one 1-hex corridor or ice tile adjacent and connected to the map such that it is within 3 of them. These tiles represent new hexes, which increase the overall map size. All tiles placed in this way are considered corridors. As new hexes are added, consolidate existing 1-hex tiles into 2-hex tiles, if necessary. The border around the map is not considered a wall line at any time, and range can be counted across gaps in the map.

Set the numbered tokens next to the map. Use the round track to track the number of new hexes added to the map. Whenever each fifth hex is placed, reset the track and consult the appropriate chart:

Hexes	Two Characters	Three Characters	Four Characters
5	Place one numbered token in the newest hex.	Place one numbered token in the newest hex.	Place one numbered token in the newest hex.
10	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.	Spawn one normal Night Demon at the newest hex.
15	Place one numbered token in the newest hex, then spawn one normal Night Demon at each numbered token.	Spawn one elite Living Spirit at the newest hex and one normal Living Spirit at the numbered token.	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.
20	Spawn one normal Living Spirit at the newest hex, then place one treasure tile (numbered 85) in either numbered token.	Place one numbered token in the newest hex, then spawn one elite Night Demon at either numbered token.	Spawn one elite Living Spirit at the newest hex and one normal Living Spirit at the numbered token.
25	Spawn one elite Savvas Icestorm at the newest hex and one normal Chaos Demon at either numbered token.	Spawn one normal Living Spirit at the newest hex and one normal Night Demon at either numbered token, then place one treasure tile (numbered 85) in the other numbered token.	Place one numbered token in the newest hex, then spawn one normal Night Demon at either numbered token.
30	Spawn one normal Night Demon at both numbered tokens.	Spawn one elite Savvas Icestorm at the newest hex.	Spawn one normal Chaos Demon at the newest hex and one normal Night Demon at both numbered tokens.
35	Place one treasure tile (numbered 57) in the newest hex.	Spawn one normal Chaos Demon, one elite Living Spirit, and one elite Night Demon at any starting hex.	Spawn one normal Living Spirit at the newest hex, and place one treasure tile (numbered 85) in either numbered token.
40	_____	Place one treasure tile (numbered 57) in the newest hex.	Spawn one elite Savvas Icestorm at the newest hex and one normal Chaos Demon at either numbered token.
45	_____	_____	Place one numbered token in the newest hex and spawn one normal Chaos Demon, one elite Living Spirit, and one elite Night Demon at any starting hex.
50	_____	_____	Spawn one normal Night Demon at each numbered token.
55	_____	_____	Place one treasure tile (numbered 57) in the newest hex.

103 · R8 The Lead Door

●●○ Imperial Mountains

Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when C+2 ice pillars have been destroyed. At the end of that round, read **158.2**.

Introduction

Gem stands over her Savvas friend Bartlet. Zu the Harrower paces the icy cavern, casting concerned glances over their shoulder as Gem prepares to send you on another trip into the Savvas' mind.

"You're certain you saw the door? Describe it to me!" You recount having found a lead door at the bottom of a chest when you were last in the Savvas's head.

The old Orchid seems satisfied with your description. "The truth is I brought you here not to solve some terrible blight on this world, but merely to give one person a bit of comfort in their time of passing. If you've discovered a door as securely hidden as you describe, you've found where Bartlet is keeping its most painful thoughts—the demonic tormentors of its mind. You'll need to break apart the scaffolding holding those dark memories together."

Zu interrupts: "Bartlet doessssn't have muccch time leffft."

Gem nods. "Right. You'll be entering the deepest recesses of the mind: a jail cell of Bartlet's own making. It has been tormenting itself for centuries."

The Harrower exudes a nervous energy. "Ssssend themmm!"

Gem takes a deep breath, then thrusts her finger into the Savvas's skull. She turns to you as the process takes hold. "Bring the whole place down. Release Bartlet from its demons... and please don't go mad in the process."

You grab a crystal on Gem's back and plunge into a creature's mind for the last time.

Special Rules

Each ice pillar has (Lx2)+4 hit points. They are enemies to you and allies to all monsters. Whenever any character ends their turn adjacent to any ice pillar, damages one, or suffers damage themselves, add one damage token to their character mat. This represents stress on their mind.

At the end of each round, if any ice pillars suffered damage that round, spawn the following monsters at each character's location based on the number of damage tokens on their mat:

Tokens	Spawn
0 to 5	One normal Living Spirit
6 to 8	One normal Shrike Fiend
9 to 11	One normal Living Doom
12+	One elite Living Spirit and one normal Lurker Clawcrusher

Section Links

When door 1 is opened, read **30.4**.
When door 2 is opened, read **11.7**.

Scenario Key

- Living Doom
- Living Spirit
- Lurker Clawcrusher
- Shrike Fiend
- Dungeon Door ×2
- Large Dungeon Corridor ×2
- Large Metal Corridor ×2
- Ice Pillar ×6

Loot

x15
x1

Map Layout

104 · E5 Ruins of the Solstice

Design and writing: Ryan Schoon

Scenario Goals

The scenario is complete when one goal treasure tile has been looted. At the end of that round, read **10.2**.

Scenario Effects

Each character gains .

Introduction

You show the key you found to many people within Frosthaven, but none are able to offer any insight into the strange, cracked key. That is, until you stumble upon an ordinary locksmith, who gives you your first clue. The locksmith tells you a story in hushed whispers—a story about a cult known to experiment with forging keys; a cult that fled to the frozen north to avoid others interfering with their work. He doesn't know much, but he describes a mural that the first travelers into the north made note of. It isn't far from here, and the mural may give you a lead as to how to use that key.

The mural, as it turns out, is painted on the side of a massive rock wall. The images on the stone depict the traditional symbols of spring and winter - on one side, the bountiful harvest and, on the other, desolation. Where these two warring murals meet stands a cracked outline in the shape of a door. You may have missed it completely, but for the fact it begins to glow as you approach. On cue, the key you have kept close at hand begins to glow as well, first green, then blue. The door swings open. Perhaps there are answers waiting on the other side of this door.

Special Rules

All hexes to the left of any (a) in the scenario are considered to be in spring, while all those to the right are considered to be in winter. Each door and (a) is in neither season.

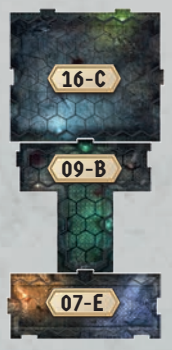
All figures in spring consider to always be strong, while all figures in winter consider to always be strong. If some monsters of a set are within one season, but others are not, only those in the corresponding season benefit from the elemental consumption effect.

At the end of each round, each Earth Demon or Forest Imp in winter and each Frost Demon or Savvas Icestorm in spring suffers 1.

Section Links

When door (1) is opened, read **164.3**.

Map Layout



Scenario Key

- Earth Demon
- Forest Imp
- Frost Demon
- Savvas Icestorm
- Wind Demon
- Dungeon Door 2
- Snowdrift 6
- Tree 2
- Treasure 2

Loot

- x10
- x3
- x3
- x2
- x1
- x1

105 · H11 Ruins of the Equinox

●●○ | Copperneck Mountains | Design and writing: Ryan Schoon

Scenario Goals

The scenario is complete when all enemies in it are dead and C+2 numbered tokens have been looted. At the end of that round, read **165.1**.

Scenario Effects

Each character gains .

Introduction

The key alternates between a yellow and an orange glow as you insert it into the mysterious door at the back of the cave. You turn it, and the door swings open.

Immediately, a strong gust rushes out of the doorway, almost knocking you off your feet. And dry, dead leaves—so many leaves—swirl around you. You push your way in to find a force of guardians who don't seem happy about your presence here. You have to face them and the strong winds at the same time.

Special Rules

Place the token to the left of tile 7-E so it lines up with row a. At the end of each round, all characters and character summons, in right-to-left order, in the row to the right of the token are forced to move one hex to the right. The token then cycles to the next indicated row: a to b, b to c, or c to a.

All figures in this room consider to always be strong.

Section Links

When door 1 is opened, read **191.3**.

Map Layout

Scenario Key

- Earth Demon
- Flame Demon
- Rending Drake
- Savvas Lavaflow
- Wind Demon
- Dungeon Door 1
- Dungeon Corridor 4
- Large Dungeon Corridor 3
- and Trap 6
- Lava 6
- Rubble 6

Loot

- x10
- x3
- x3
- x2
- x1
- x1

106 · M5 The Tempus Forge

Design and writing: Ryan Schoon

Scenario Goals

The scenario is complete when the Blacksmith is dead. At the end of that round, read 179.4.

Introduction

You slide the key into the mural on the rock, and the ground beneath you begins to rumble. The rock moves away from you to reveal a winding staircase spiraling down into the earth. You descend and marvel at the paintings drawn on the stone walls. They depict a wide variety of people throughout time, each of them holding up a glowing key—the same key you are looking to forge.

You can hear the forge before you see it: it is a massive construction of iron and stone surrounded by demons. At the head of the forge you see a blacksmith—a massive figure that looks vaguely human, but something is off. He growls and points at you as you enter the forge, snarling something. You can't quite make it out, but there is no mistaking his intent. These creatures don't want you here, and if you want to reach the forge, you'll have to fight your way to it.

The demons disperse and a massive iron gate slams down over the entrance to the forge. You look around and see other alcoves to explore. You can only hope they hold the key to getting inside.

Special Rules

Each altar in the scenario has (L+2)xC/2 hit points (rounded down). They are enemies to you and allies to all monsters.

Door 5 is locked and will unlock when all four altars have been destroyed.

Section Links

When door 1 is opened, read 8.1.
When door 2 is opened, read 184.4.
When door 3 is opened, read 189.2.
When door 4 is opened, read 183.1.
When door 5 is opened, read 29.2.

Map Layout

Scenario Key

- City Guard
- Earth Demon
- Flame Demon
- Frost Demon
- Wind Demon
- Dungeon Door 5
- and Trap 2
- Lava 3
- Snowdrift 5
- Tree 1
- Altar 4
- Treasure 1

Loot

- x7
- x2
- x4
- x2
- x2
- x2
- x1

107 · J10 — My Private Empire

●●○ | Copperneck Mountains | Design and writing: Tyler Sigman

Scenario Goals

The scenario may be complete only at the end of the same round when one of the five episodes is overcome. At the end of that round, you may read **177.5**. Or if all five episodes have been overcome, read **188.3**.

Introduction

The peculiar invitation was too interesting to pass up. Clearly, the only way to resolve the mystery of the letter from this "Ventillion" is to see it through and search for the fanciful estate.

At the apron of the Whitefire Woods, you follow the map's instructions to the letter: await the fading sun, square yourself to the four cited landmarks, and then look for the shadows of the nearby peaks to converge on a supposed path through the foothills. You enter the brush, first seeing nothing other than the dead bracken you'd expect this time of year.

But then, something peculiar! It is well camouflaged by untold years of fallen branches and detritus, but a man-made path is undeniable—bricks laid out in a beckoning order, winding and twisting into the mountains. It takes many hours of hard-fought traipsing, requiring an even mix of hurdling, crawling, and the occasional axework, but the energy is not hard to find because you know you're onto something.

In the fading light, you find yourselves at a plateau. The brick path opens into a wide, crescent-shaped courtyard on surprisingly level ground. The floor is a colored stone mosaic in the style of the Southern Kingdoms. At the center of this crescent is a towering marble block with an inset door made of bronze. It features a golden knocker shaped as the letter V. You dust yourself off, shake out the cold, and rap the knocker.

From a brass pipe just above the door echoes a tinny voice: "Welcome, my friends! I knew you'd come. I've waited so very long for you. My apologies that I can't meet you directly, but please see yourself in and the festivities will begin. I shan't be long. Oh, and do bring your weapons."

With that, the bronze portal unlocks and swivels open. A well-cut marble stairway leads down into the darkness. You enter, unwilling to turn back after coming so far. The air is musty and dank. Nobody has been through here in a long, long time.

Magical lamps blaze to life and you find yourself in a grand chamber with vaulted ceilings. It's expertly hewn out of rock and bedecked with ornate fixtures, grand mosaic tiles, and sprawling crimson velvet drapery along the walls. A servant's bell hangs from a velvet rope in the center of the room.

Special Rules

Door 1 is locked.

Throughout the scenario, there will be five episodes. Whenever any episode is overcome, you may choose to complete the scenario at the end of that round. If you do not, the scenario continues as normal and cannot be completed again until another episode is overcome.

If all five episodes are not overcome, whether the scenario is completed or lost, it can be attempted again after returning to Frosthaven.

Section Links

The first time any character enters a, read **168.4**.

Map Layout

Loot

- x10
- x3
- x3
- x1
- x1
- x1
- x1

Scenario Key

- Flaming Bladespinner
- Living Bones
- Living Doom
- Living Spirit
- Robotic Boltshooter
- Ruined Machine
- Steel Automaton
- Dungeon Door 3
- Metal Corridor 2
- Bookshelf 2
- Metal Cabinet 2
- Sarcophagus 2

108 · C12 Lustrous Pit

●●○ | Copperneck Mountains | Design: Jeremy Kaemmer; Writing: Chris Handley

Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted. At the end of that round, read **136.2**.

Introduction

Where could this primitive painting be depicting? Days go by before you find a familiar-looking valley. You compare it to the painting, and it matches fairly well. About the valley are great, curved cliffs, as if a mighty hand clasped the landscape. After a moment to rest and wash, you set about searching for signs of the people that once lived here.

It doesn't take long to find the wide mouth of a cave at the base of one of the cliffs. Immediately upon entering, you notice that the stone walls are covered with paintings similar to those on the slab. Around you are all manner of murals depicting demons, and not as warnings, but venerating them.

You jump as the wind outside howls, as if recalling the guttural tongue of the demons, and you press on deeper, looking for more clues as to the nature of this place, which seems to be encased in a thick layer of ice. But the warmth of your lantern and the heat of your flesh has attracted the chill denizens of the cave.

But this opportunity is too enticing. Here you are on the edge of something truly exciting—communications from an ancient age. You resolve to explore a bit and see if you can't find some mural fragments you could take back to Frosthaven for study.

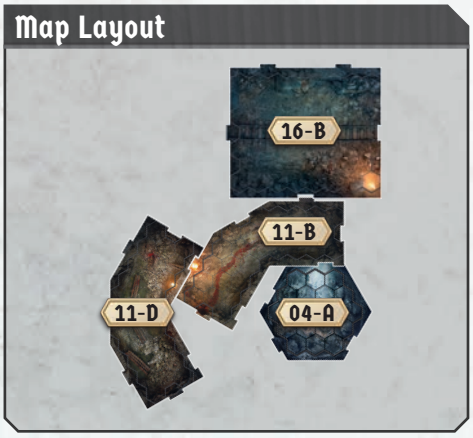
Special Rules

All non-Flying move abilities are reduced to at most 2 movement points and ignore any bonus movement or Jump. All featureless hexes are treated as icy terrain, but they are still featureless for the purpose of placing overlay tiles on them. Movement from icy terrain will stop when entering traps or closed doors, but after a trap is sprung or a door is opened, it becomes icy terrain for subsequent movements.

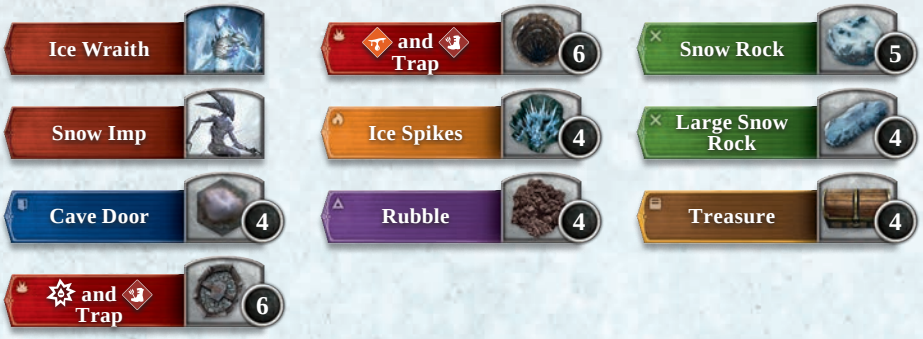
Section Links

When either door 1 is opened, read **140.1**.
When door 2 is opened, read **165.5**.
When door 3 is opened, read **192.4**.

Map Layout



Scenario Key



Loot

- x15
- x2
- x2
- x2
- x1
- x1
- x1

109 · C8 Furious Factory

Crystal Fields

Design and writing: Conrad Oakes

Scenario Goals

The scenario is complete when the Central Processor is dead. At the end of that round, read **67.2**.

Introduction

You follow the blinking red dot to the location of the factory and enter through some sort of access tunnel leading into a mountain. At first, you determine it is abandoned, but then, you listen closer and realize there is a faint whirring coming from the walls. You explore further into the facility, and come across a large room with a giant crystal in the center.

In front of the crystal is a control panel, which you approach to inspect, but as you do so, the crystal suddenly glows red and turns toward you. A mechanical voice booms throughout the room: "INTRUDERS DETECTED. ACTIVATING DEFENSE MECHANISMS."

Great, another ancient machine center angry at you. You draw your weapons, but an energy field projects over the crystal, and alarms start to blare. You look down and see power cables snaking from the central console to four separate antechambers. Perhaps if you follow these and stop the sources of power, you'll be able to get out of here in one piece.

Special Rules

The glowing orb cannot be moved or destroyed.

Each metal cabinet (b) in the scenario has (2+L)xC/2 (rounded up) hit points. They are enemies to you and allies to all monsters.

Set up the Boss monster deck and initiative token.

Section Links

The first time any door is opened, read **195.2**.
When tile 12-D is revealed, read **166.3**.
When tile 12-A is revealed, read **186.2**.
When tile 4-B is revealed, read **162.1**.
When tile 4-D is revealed, read **172.5**.
When all four metal cabinets have been destroyed, read **72.3**.

Map Layout

Loot

- x11
- x2
- x4
- x1
- x2

Scenario Key

- Ancient Artillery
- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Dungeon Door 3
- Metal Door 3
- Debris 6
- Glowing Orb 1
- Power Conduit 6
- Metal Cabinet 4
- Treasure 1

110 · R6 Guardian's Temple

Imperial Mountains

Design and writing: Drew Burmahl

Scenario Goals

The scenario is complete when all six ice pillars have been destroyed. At the end of that round, read **80.3**.

Scenario Effects

Each character gains twice.

Introduction

Meditating on the directions in your head, you venture far into the Imperial Mountains and arrive at the stone face of a cliff. At first, you think this was all a fool's errand, but then you see it: a wedge-shaped hole in the rock directly in front of you. You insert the keystone, and the rock beneath it fades away, revealing an archway into the mountain with the keystone at the top.

You proceed down the tunnel, and the cave eventually opens up into a much bigger room than you expected. Giant rock columns surround a weathered altar holding a scroll. You see a few enemies, but it shouldn't be too difficult to retrieve the scroll and make an escape.

You are about to jump over a pool of water between you and the altar when the entire room suddenly sparks to life. Giant bolts of electricity begin flying out of the center of the columns, surrounding the altar in an electric force field. Your weapons don't seem like much of a match for this new barrier or the columns, but maybe you can find another way to destroy them.

Looking around the room, you see a few old malfunctioning machines have started to emerge from a hatch behind the altar. Those little things certainly can make quite a blast when they are destroyed, so a plan begins to take shape in your mind. Perhaps you can make this work.

Special Rules

At the start of each round, two ice pillars become active in the following order: both (a), both (b), both (c), repeat. All active ice pillars electrify the four water hexes and two corridor hexes closest to them.

Whenever any character or character summon starts their turn occupying an electrified hex or enters one with a non-Jump, non-flying movement, they suffer hazardous terrain damage. Whenever any Ruined Machine starts their turn occupying an electrified hex or enters one, it performs 1, self. All character summons treat electrified hexes as negative hexes.

Whenever any Ruined Machine dies while adjacent to an ice pillar, the pillar is destroyed. All ice pillars cannot be destroyed any other way or moved. Whenever any destroyed ice pillar were to become active, nothing happens.

At the start of each round after the first, spawn one Ruined Machine at (d). It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Map Layout

Section Links

When four ice pillars are destroyed, read **186.3**.

Scenario Key

- Living Doom
- Living Spirit
- Ruined Machine
- Shrike Fiend
- Cave Corridor 1
- Large Snow Corridor 6
- Large Water 4
- Water 4
- Glowing Orb 1
- Ice Pillar 6
- Treasure 1

Loot

- x6
- x2
- x3
- x2
- x1
- x1

111 · 01 Ice Cave

Design and writing: Scott Hathaway

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 174.4.

Scenario Effects

Each character gains ?.

Introduction

Following the mirror's guidance, you begin your journey. The expedition depicted in the reflection sends you far, far to the north, into the absolute coldest temperatures imaginable.

The weather is brutal, and you become fairly certain this mirror is sending you to your doom. But then you see an outcropping in the snow up ahead. An entrance to a cave.

You descend into a cave of pure ice, but the sight of treasure inside warms your soul. You step forward to claim it, but suddenly collide with… nothing? You reach out and feel a smooth, transparent wall of ice.

You look to the mirror for guidance, but all it reflects back to you is your face—dead, rotten, and worm-ridden. You shout with surprise, and the mirror falls from your hand, cracking when it hits the floor. You feel something crack within you as well, and everything goes black.

You awaken groggily to find yourself alive, but the mirror is gone, and with it, the treasure. The wall of ice now appears reflective, showing yourself also standing up, trying to shake off the pain.

But something is off. This reflection doesn't quite move like you. It doesn't quite look like you. No, as more of your mind awakens, you realize the reflection is your companion, trapped on the other side of the ice.

You jump forward, looking for a way out, but when your companion does not follow, you feel an intense, icy burning, and you see they feel it as well. Only when they return to your side does the pain diminish.

You must get through this together, but to add another wrinkle, the cavern fills with echoing howls as hounds and demons emerge from the depths.

Special Rules

No more than half the characters (rounded up) can start the scenario on the same side of the ice wall. Set any numbered token next to the map.

Each room or set of rooms is symmetric, such that each hex has a corresponding hex on the other side of the ice wall. Figures cannot teleport from one side of the wall to the other.

At the end of each round, all characters and monsters apply the following effects simultaneously based on the occupancy of their corresponding hex on the other side of the map:

If occupied by an enemy, suffer 2.
If unoccupied, suffer 1.
If occupied by an ally, perform 1, self.

If any character becomes exhausted, the scenario is lost.

Section Links

When either door 1 is opened, read 182.2.

Map Layout

Loot

- x10
- x1
- x3
- x3
- x2
- x1

Scenario Key

- Frost Demon
- Hound
- Night Demon
- Savvas Icestorm
- Wind Demon
- Cave Door 4
- Cave Corridor 2
- Trap 6
- Ice Pillar 4
- Large Snow Rock 2
- Ice Wall 4
- Large Ice Wall 4
- Treasure 2

112 · FR Raised by Wolves

●○○ | Frosthaven | Design: Isaac Childres; Writing: Crystal Mazur

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 30.3.

Introduction

You stare at your ceiling in the dead of night, the tiny howls keeping you awake. Come on, Wolfie, you think to yourself, silently pleading with the tiny pup, who remains unaffected by your misery.

The wolf cub you found hasn't stopped since coming home, chewing on everything, running around non-stop, and howling at every sound. You know Wolfie is just as miserable as you are. You finally give in and take Wolfie for a walk outside. You wander through the streets of Frosthaven, watching Wolfie sniff around before moving to the next area, running to keep up. As you get to the border of the outpost, Wolfie bolts through a gap in a nearby wall. Concerned, you follow.

The pup leads you into a nearby field, where two adult wolves are waiting. Their body language suggests they are not friendly, and they move protectively in front of Wolfie and growl. Could they be the wolf cub's parents? You put your hands up reflexively and kneel, trying to make yourself nonthreatening.

Suddenly, Wolfie bolts out from behind both of the adult wolves toward you, leaping into your arms and licking your face. That seems to be enough to calm the larger ones down, and they walk up to you and sit. As you calm Wolfie, you notice both wolves are staring off into the distance, then looking at you, then gazing off again. It's as if they want you to follow them.

You nod and motion for them to lead so you can help. All three wolves start walking in the same direction slowly, allowing you to keep pace. They lead you to a cave, but stop outside. You peer inside the cave and the largest wolf gives a quick bark in affirmation. You head in and find it crawling with large creatures made of stone and moss, and worm-like creatures with bladed appendages. This must be the wolves' home, now overrun with unwelcome guests. Time to clean house.

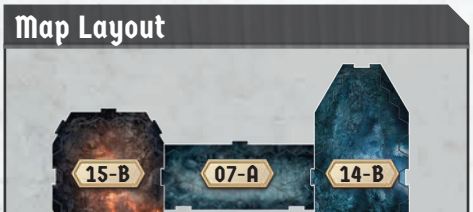
Special Rules

The two Hounds have twice their maximum hit point values. They are allies to you and enemies to all other monster types. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to a Hound. If either Hound dies, the scenario is lost.

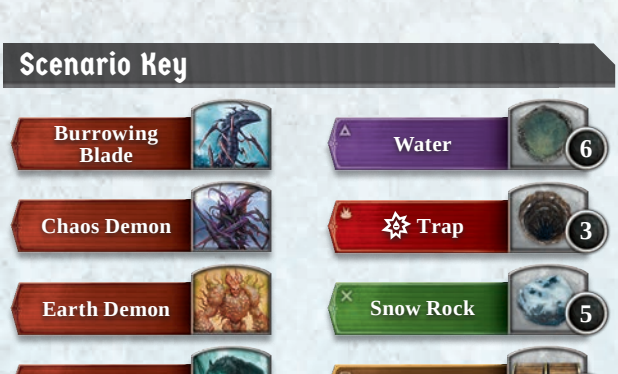
Section Links

When door 1 is opened, read 97.1.

Map Layout



Scenario Key



Loot

x8
x1
x3
x5
x1
x2

113 · G9 Lush Grotto

●○○ | Whitefire Woods | Design: Isaac Childres; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted. At the end of that round, read **47.4**.

Introduction

Exploring the grotto, the stirring beauty of the place compels you to lay down and rest. You resist the sensation. Sleeping in a mystical place does not typically end well.

It occurs to you that the thriving flora here could be harvested. Climbing a white tree whose fruit resembles figs, but are sapphire-hued, you pluck a few. You are so focused on your task, however, that you don't notice when the bird calls cease. At least, not at first. You turn to look out over the forest.

A dark creature roams, its head scraping the canopy. It hasn't noticed you yet. It looks wrought from roots, if roots were composed of smoke and ash. It makes a keening sound, which is answered further out. You realize the grotto is full of them, these demons. You consider the appeal of fleeing.

But from this vantage point, you can also see the glades and their promising offerings. Guarded by these creatures, the valuable plants will just have to be fought for. You descend quietly, and prepare to face them.

Special Rules

Throughout the scenario, only read a section if it has not yet been read.

Section Links

When door 1 is opened, read **154.1**.
When door 2 is opened, read **112.1**.

Map Layout

Loot

- x8
- x4
- x2
- x1
- x1
- x1
- x2
- x2

Scenario Key

- Chaos Demon
- Forest Imp
- Polar Bear
- Snow Door 6
- Large Snow Corridor 1
- Log 2
- Snow Rock 6
- Tree 2
- Treasure 4

114 · 07 Work Freeze

Design and writing: Joe Homes

Scenario Goals

The scenario is complete when C+4 ice pillars have been destroyed. At the end of that round, read **125.3**.

Introduction

Pinter Droman's explosives are surprisingly light. You hike up the pass to the demolition site, where the enthusiastic tinkerer hopes to create a new shortcut on the road over the mountains. You head to the spot marked on the map, where you find a natural stone plateau that could indeed lend itself to wagon travel... were it not for the heap of fresh landslide rubble perched directly in the path.

You drop your packs of explosive charges and begin to loosen the straps, but a howl interrupts your work. A pack of wolves poke their heads out of hiding, and a polar bear emerges from behind a large boulder. You were warned about the aggressive wildlife in the area—this is why you were chosen for the task, after all—but as more and more animals appear, you realize there's no end in sight; you'll have to do your work while fighting off the locals.

Luckily, you figure the explosives you brought will work just as well on beasts as they do on rocks.

Special Rules

Doors 1 are locked.

Each ice pillar in the scenario has (Lx2)+2 hit points and L/2 (rounded up). They are enemies to you and allies to all monsters.

Set the numbered tokens next to the map. These represent detonation charges. Any character occupying or adjacent to any a can forgo a top or bottom action (discarding the card instead) to gain one detonation charge and place it on their character mat. Each character can only carry one detonation charge at any time.

Any character can drop a detonation charge at any time during their turn (including during movement), placing it in an adjacent empty hex. Whenever any detonation charge is dropped, it cannot be picked up again.

All hexes with dropped charges are considered negative hexes. They can be targeted by character attacks and can be affected by abilities that cause enemies to suffer damage. If a dropped charge suffers any damage or any figure enters its hex, the charge detonates, causing all figures and objectives occupying or adjacent to its hex to suffer (Lx2)+4. A carried charge will also detonate in a character's hex if the character carrying it suffers any damage from attacks.

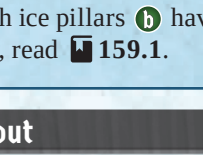
At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 4, 6, etc.	c: One normal Hound	c: One elite Hound	c: One normal Polar Bear
3, 5, 7, etc.	d: One normal Snow Imp	d: One elite Snow Imp	d: One normal and one elite Snow Imp

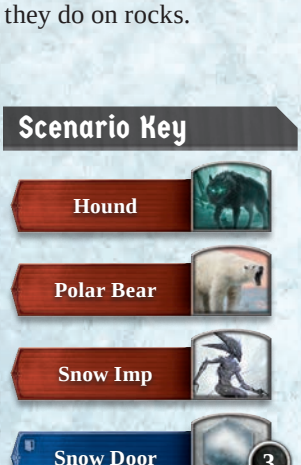
Section Links

When both ice pillars b have been destroyed, read **159.1**.

Map Layout



Scenario Key



Loot

x10
x3
x4
x1
x2

115 · 08 Pylon Problems

Design and writing: Joe Homes

Scenario Goals

The scenario is complete at the end of the tenth round. At the end of that round, read **33.4**.

Introduction

You're not sure what kind of desperate merchant would want to take this route, but you have to admire the beauty of the place as you hike the pristine wilderness path meant to become a shortcut through the Frozen Pass. The "road" is barely wide enough for a single wagon, but Pinter Droman's construction crew has done an admirable job of making the way passable, if still dangerous.

At last, you arrive at your destination. The cleared road hugs a tight curve around the base of a cliff, over which hangs a precipitous rocky ledge that threatens to collapse on any traveler foolhardy enough to pass underneath.

Droman sent you here to protect his crew's work: a half-dozen or so metal pylons that stretch up from the ground to support the ledge and make the road passable. You understand now why the tinkerer sent you; it's clear that losing any of the rickety structures could trigger a collapse that would require weeks to dig out. You're meant to repel any attack by a local group of Algox raiders, the Horns of Ruin, who have taken offense to the new highway cutting through the mountains.

You don't have to wait long. As the rest of the area comes into view, a group of Algox appear from around the cliff base, equipped for both combat and demolition. It seems their goal is to make the road impassable for the traveling merchants that Satha says are Frosthaven's lifeline in the summertime.

You draw your weapons. It's time to teach the Algox how to share the road.

Special Rules

Each ice pillar has L+3 hit points. They are enemies to both you and all monsters. All character summons cannot focus on ice pillars.

Whenever any ice pillar would be destroyed, it is instead replaced with rubble, and all figures in adjacent hexes suffer trap damage. If all seven ice pillars have been replaced, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
5	Each (a) and (b): One normal Algox Guard	Each (a): One normal Algox Guard Each (b): One elite Algox Guard	Each (a) and (b): One elite Algox Guard
8	Each (a): One normal Algox Snowspeaker Each (b): Two normal Snow Imps	Each (a): One elite Algox Snowspeaker Each (b): Two normal Snow Imps	Each (a): One elite Algox Snowspeaker Each (b): Two elite Snow Imps

Map Layout

Scenario Key

Loot

x8
x3
x3
x3
x1
x1
x1

– Continued on next page.

116 · 08 ■ Caravan Guards

●●○

Design and writing: Joe Homes

Loot

- x5
- x4
- x4
- x4
- x1
- x1
- x1

– Continued on next page.

Scenario Goals

The scenario is complete when all five wagons have either escaped or been destroyed. At the end of that round, read **141.2**.

Introduction

Pinter Droman paces excitedly. He is always a font of energy, but today his fidgeting is especially enthusiastic. "When do you think they'll be here?"

He's asked the same question every hour since you stomped out your campfire's embers in the dawn light. Today is the grand opening of Droman's Path—the first time the new shortcut through the Frozen Pass will be used by merchants bound for Frosthaven. After months of preparation, engineering, and backbreaking labor, the shortcut promising easier access—and thus, prosperity for Frosthaven—is finally ready. Satha insisted on you being here when the first wagons rolled through, and you felt honored when you first set out, but now, as you wait for the caravan to arrive, your patience with Droman's inexhaustible excitement is starting to wear thin.

You turn to answer his question for the umpteenth time, but your response is cut off by the snap of a twig from somewhere down the path. Droman jumps to attention. "Was that them?" He runs off around a bend in the path, waving his arms in greeting. "Hello! Hello, welcome!" No sooner is he out of sight than a series of mighty roars ring out and the excitable tinkerer reappears, sprinting back toward you.

"Not them! That is NOT them!" Droman cries, running past you and cowering behind a boulder.

An Algox appears from around the bend, followed by others, all armed to the teeth. The Horns of Ruin are back. Of course; it wouldn't be a highway if you didn't have highwaymen. You draw your weapon, but just then you hear the unmistakable crunch of hooves and wheels—the caravan has arrived. The Algox hear it too and split up, some turning to waylay the caravan while the others prepare to stop any rescue you might attempt. This grand opening just got more interesting.

Special Rules

All dungeon and cave corridor tiles represent the road.

At the start of each of the first five rounds, place one numbered token in (a). These represent caravan wagons, allies to you and enemies to all monsters. Each has (Cx2)+L hit points and is immune to all conditions and forced movement.

On initiative 50 each round, all wagons, in right-to-left order, perform 3, focusing on moving toward and occupying (b). Wagons can only enter road hexes, but can enter occupied hexes and hexes with obstacles. If any wagon enters an occupied hex, the figure in the hex suffers trap damage and is placed in the closest empty non-road hex. If any wagon enters a hex with an obstacle, the obstacle is destroyed, and the wagon suffers trap damage. All other overlay tiles do not affect wagons in any way.

At the end of every round, if any wagon occupies (b), it escapes and is removed from the map. If all five wagons have been destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
3	Each (c): One normal Algox Icespeaker	Each (c): One normal Algox Icespeaker Each (d): One elite Algox Archer	Each (c): One elite Algox Icespeaker Each (d): One normal Algox Archer
6	Each (c): One normal Algox Archer Each (d): One normal Algox Icespeaker	Each (c): One normal Algox Archer Each (d): One normal Algox Icespeaker and one normal Algox Guard	Each (c): One elite Algox Archer Each (d): One normal Algox Icespeaker and one normal Algox Guard

Scenario Key

Map Layout

117 · F7 A Waiting Game

Design: Adam and Brady Sadler; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when all three traps (a) are occupied by Polar Bears and all non-Polar Bear enemies are dead. At the end of that round, read **140.2**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

Entering the Whitefire Woods to meet with the Trapper, you come across a slaughtered polar bear. The white fur is muddied, the ribs stripped of flesh. The Trapper closes the bear's eyes respectfully. "Those hunters can't even skin the beasts properly," they lament, sighing over the waste.

The Trapper has already placed their snares. They lead you to a clearing where you hide behind some elderberry bushes. In front of you, a family of polar bears lumbers in from the river, fish clutched in their strong jaws. The snares are hidden beneath the scant snow. All you need to do is wait for the bears to tread on them.

But the bears sniff the air, bristling. The Trapper curses, and suddenly, the clearing is filled with little bodies dropping from the trees. The Vermling hunting party surrounds their quarry, deftly avoiding claws and snares alike. Hemmed in, the bears draw to their hind legs, roaring.

The Trapper curses. "So much for stealth!" They dash in to save the bears, spurring you to follow and prepare for battle.

Special Rules

All Polar Bears are enemies to both you and all other monster types. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to any Polar Bear. If three Polar Bears die, the scenario is lost.

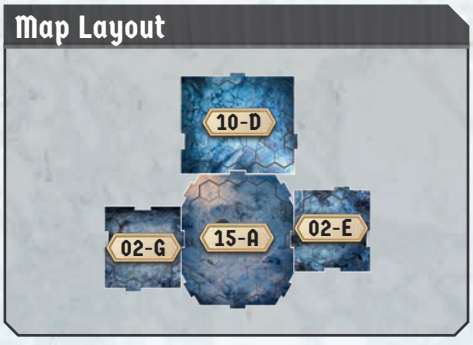
All figures, except Polar Bears, treat all traps (a) in the scenario as obstacles which cannot be destroyed or moved in any way. If any Polar Bear enters a trap (a), it no longer performs any actions for the rest of the scenario. Do not remove that trap from the map. A trapped bear is also immune to forced movement. All other traps function as normal.

Whenever any character damages a Polar Bear with an attack, they can reduce the damage by any amount, and suffer damage equal to the amount it was reduced by to add X to the attack, where X is the amount the damage was reduced by.

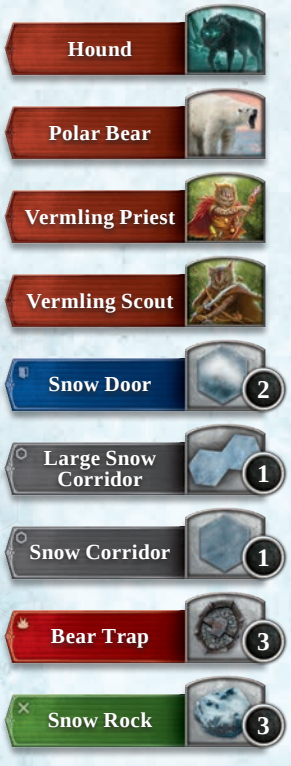
Section Links

When door 1 is opened, read **168.6**.
When door 2 is opened, read **36.3**.

Map Layout



Scenario Key



Loot

118 · F4 Lurker Necromancy

Design: Vlaada Chvatil; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when all enemies in it are dead and all numbered tokens have been looted. At the end of that round, read 192.3.

Introduction

The Boneshaper leads you to a desolate stretch of coast, a place of icy drifts. You're cresting a mound of what seems like unnaturally piled snow when the Boneshaper grabs your shoulder and hisses, "There!"

Where the snow has been removed is a gaping hole, burrowing into darkness. It resembles a cursed sort of mining quarry, and indeed, the tunnel is guarded by listless figures— a hoard of the undead. Their decayed clothing is in tatters, but around their necks are amulets which glow with a dark, undulating power.

The Boneshaper seems both disturbed and exhilarated. "Those amulets must be the energy I sensed. Yet why do these mindless drones carry them?" Hands crackling with energy, the Boneshaper stands, which sends snow cascading down. Alerted to your presence, the undead begin lurching toward you. The Boneshaper cackles. "Time to find out!"

Special Rules

Throughout the scenario, place one numbered token face-up on each newly revealed Frozen Corpse and Living Bones with an even-numbered standee (representing an amulet of reanimation) and place one lettered token face-down on each newly revealed Frozen Corpse or Living Bones with an odd-numbered standee (representing an amulet of protection). This includes the monsters currently on the map in the starting room. If any monster with a numbered or lettered token dies, these tokens are placed in the hex it occupied and can be looted like normal loot tokens. All Frozen Corpses and Living Bones do not drop loot tokens.

Whenever any character performs a loot ability, they may loot tokens normally or, instead, take one numbered or lettered token from a monster within range of the loot ability.

All monsters with a lettered token gain 3. Whenever the Living Bones monster set comes up in the initiative order, if there are any numbered tokens on the map, spawn one normal Living Bones at each, and place those numbered tokens on the spawned Living Bones. During ordering of initiative each round, reveal one Living Bones monster ability card if any numbered token is on a monster or on the map.

Section Links

When door 1 is opened, read 125.2.

Map Layout

Scenario Key

Loot

- x8
- x3
- x3
- x3
- x1
- x2

Radiant Dust

Design: Jens Drögemüller; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when the Infuser occupies (b). At the end of that round, read 176.2.

Introduction

The Radiant Forest lives up to its name, its vegetation shrouded in dusty gold. With a careful fingertip, the Infuser brushes some of this powder off of a leaf, collecting it into a vial. "Exquisite," they breathe, peering into the vial, eyes refracting the glitter. "From where does it derive, do you suppose? There must be a source—"

A chorus of menacing hisses interrupts. While you were preoccupied, a spitting drake descended from the tree branches. And it's not alone. The ground rumbles and splits open with the segmented bodies of centipede-like horrors, burrowing blades. Their bristling legs glitter with powder, as do the drakes' long tongues. The Infuser stiffens. "They've been ingesting it," they whisper. "And now seem eager for more. It must be making them less cautious."

You translate "less cautious" as also more dangerous. You reach for your weapons and the Infuser looks back down at the contents of the vial. "Perhaps," they say with a mischievous smile, "I can help even these odds."

Special Rules

Place the ✡ miniature (if available) in (a) (otherwise use token (a)). They are the Infuser, an ally to you and an enemy to all monsters. They have 5+(3xL) hit points. On initiative 99 each round, they perform 2, focusing on moving toward and opening door (1). If the Infuser dies, the scenario is lost.

All loot tokens represent dust, which are not traded in for loot cards when looted but, instead, are placed in a shared pool which starts with four dust already in it. The Infuser and all character summons also perform end-of-turn looting, adding any dust to this pool.

Before the Infuser ends their turn each round, they may spend dust from the pool to perform one of the following abilities (as determined by you):

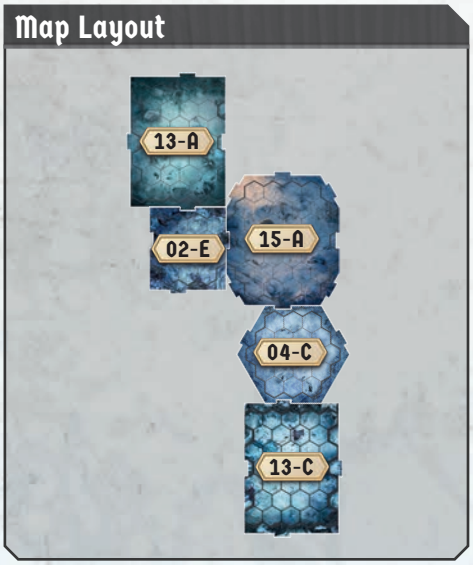
Spend one: 2, controlled by you.
Spend two: L+2, self.
Spend five: Convert any monster within 2. The monster is now an ally to all characters, character summons, and the Infuser and an enemy to all other monsters until it dies or another monster is converted.

You will receive more rewards at the end of the scenario for having more unspent dust.

Section Links

When door (1) is opened, read 96.2.

Map Layout



Scenario Key

Loot

-

120 · FR · Under the Influence

●○○ | Frosthaven | Design: Paul Grogan; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when the glowing orb has been destroyed. At the end of that round, read **147.3**.

Scenario Effects

Each character gains ? and ◆.

Introduction

Since you're not inclined to try killing yourself again, you depart from Frosthaven and head to the decrepit building. The structure appears in worse shape up close. The rafters buckle under heavy snow, and the foundation looks near collapse. Beneath the cold, the smell of dried blood permeates.

Wrenching open the door exposes a grisly scene: you have stepped right into the middle of a fight between a group of guards, who, for some reason, are trying to kill each other. Two already lay dead on the floor, one of them currently being torn apart by a hound, the companion of another guard.

Upon your arrival, however, the remaining guards forget their quarrel with each other and turn on you, shouting incoherent accusations. They advance toward you in that stilted, shuffling walk you've come to associate with beings whose mind is not entirely under their command.

You recognize these guards, having shared drinks with them. You hope you can subdue them without causing too much injury.

Section Links

When door 1 is opened, read **101.1**.

Map Layout

Loot

- x8
- x4
- x4
- x4

Scenario Key

- City Guard
- Hound
- Robotic Boltshooter
- Steel Automaton
- Vermling Priest
- Vermling Scout
- Dungeon Door 2
- Large Dungeon Corridor 1
- Barrel 3
- Glowing Orb 1
- Treasure 1

121 · C13 Black Memories

Design: Richard Ham; Writing: Shannon Campbell

Scenario Goals

Unknown at this time.

Introduction

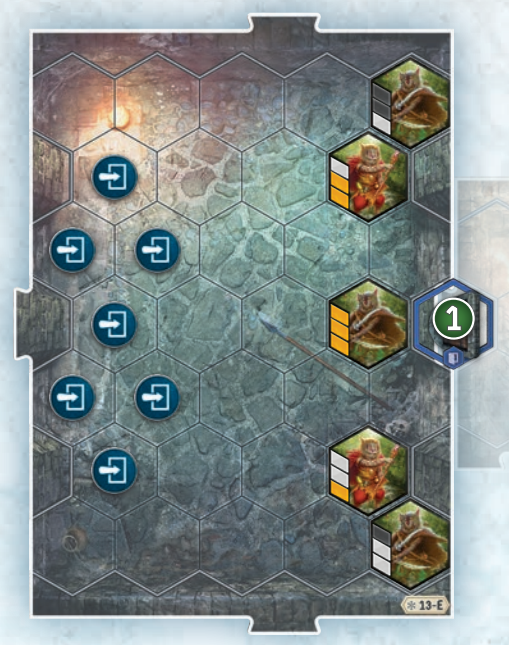
The road is treacherous, heading south through the pass and then winding around the south side of the Copperneck Mountains, but you finally arrive at your destination: the Black Barrow. It stands lonesome against the dark sky, an ancient hill studded with decrepit gravestones and stunted grass. Exploring the perimeter of the mound, you discover an embedded entrance to a crypt, covered in vines and old sigils. Scuffed footprints indicate you're not the crypt's only recent visitors.

Inside, nets of cobwebs and rusted gravedigger tools greet you. At first, it seems empty, and you wonder if Kefra led you wrong. But then, out of the gloom emerge little faces: pointed noses, pointed ears. Chittering uneasily, the Vermlings scurry in and out of the shadows, hissing at your entrance. They're wary, and they won't let you pass.

Section Links

When door 1 is opened, read 115.2.

Map Layout



Scenario Key

- Polar Bear
- Steel Automaton
- Vermling Priest
- Vermling Scout
- Dungeon Door 2
- Dark Pit 2
- and Trap 2
- Large Debris 2
- Sarcophagus 3

Loot

- x9
- x3
- x3
- x2
- x1
- x1
- x1

122 · H10 The Eternal Crave

Design: Marcel Cwertetschka-Mattasits and Dávid Turczi; Writing: Noralie Lubbers

Scenario Goals

The scenario is complete when the Hungry Maw is dead. At the end of that round, read **11.2**.

Alternately, the scenario is complete when the mammoth bark, axenut, and firepepper are combined and stirred in the pot. (Warning: this route requires solving a challenging puzzle.)

Introduction

The Hungry Maw... The old Quatryl you met along the road has intrigued you with a tale of firepeppers and dangerous beasts, and now you find yourself following her toward an ancient cave.

"As far as I know, nobody has been to the cave of the Hungry Maw in almost a hundred years!" The Quatryl, named Noore, says. "Ever since it last woke up and demanded another plate of firepepper stew, we've been dreading this day.

"You've got the firepepper, and I've brought along an axenut, but the third ingredient—the dried mammoth bark—can only be found within the Maw's cave, but the place has been overrun by deadly bears and strange, flying imps! And with the Maw about to wake up, we have been put in a dire situation. If the Hungry Maw is not fed and leaves its cave, it could mean destruction for the entire north!"

Noore stops just outside the mouth of a foreboding cave entrance. Stalactites hang from the ceiling like vicious teeth. "My great-grandmother was the last one to successfully cook a batch of the stew," she says, passing you a scrap of paper. "This is the recipe passed down in my family. Hope you can figure it out and complete the stew."

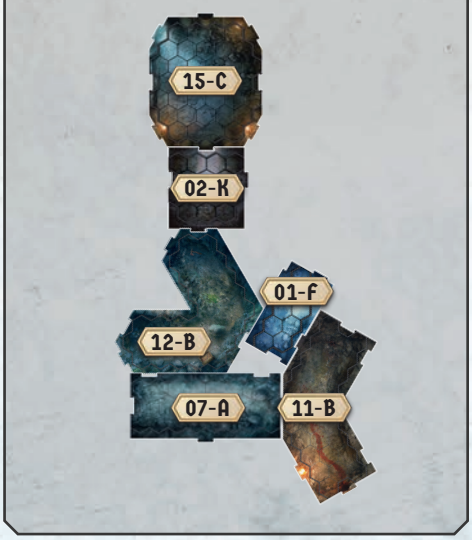
With determination, you head into the cave with Noore and find a black cauldron hanging above a pile of sticks. "I'll start the fire and get the water boiling," she says. "Just go and bring back the bark." Noore points toward the left passage.

"Or, if you want to try putting the Maw to rest with steel," she says, pointing to an ornate door to the right, "Go that way, but I can't imagine it ending well."

Section Links

When door 1 is opened (fighting the Hungry Maw), read **98.1**.
When door 2 is opened (solving the puzzle), read **152.1**.

Map Layout



Scenario Key

Loot

123 · K5 The Titan

Design: Justin Jacobson; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when the Power Core is dead. At the end of that round, read **189.4**.

Scenario Effects

Each character gains .

Introduction

Every instinct urges you to flee from this colossus. You could do so, as its attention seems directed elsewhere. Yet the enormous titan is taking thundering footfalls toward familiar rooftops and ramparts in the distance: Frosthaven.

You can't let the titan reach the outpost. Scrambling after it, you launch off a hillock, landing onto the titan's leg, where you cling to a metallic spur protruding from its boot. The entire creature seems constructed of metal, and in between each curving plate you manage to find handholds and footholds.

Trying not to look down, you climb, looking for a way past the robot's defenses to disable it. Unfortunately, those defenses include an automated system, which has sensed you. Whirring, panels on the robot's legs slide back, unleashing copper cannons. They pivot to target you.

Special Rules

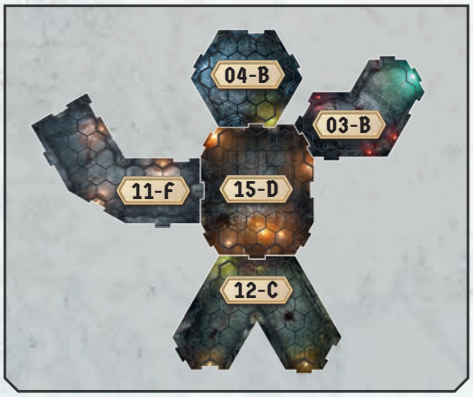
Any hex in the scenario is considered stable if at least one hex directly below it is a wall or obstacle. If both hexes directly below it are walls or obstacles, then it is also considered safe.

At the end of each round, if any non-flying figure is not occupying a stable hex, they fall. All falling figures, in initiative order, are forced to move down one hex at a time until they occupy a safe hex, moving through allies, if necessary, but not enemies. They then suffer L. If any falling figure is unable to occupy a safe hex due to figures blocking both of its paths, they stop falling, and all figures occupying the two hexes directly below them suffer L, as well.

All monsters treat all non-stable hexes as negative hexes when ending their movement. All Ancient Artillery are immune to forced movement, including falling.

Section Links

When door 1 is opened, read **104.2**.
When door 2 is opened, read **158.1**.
When door 3 is opened, read **193.3**.
When door 4 is opened, read **128.4**.



Loot

x9
x2
x6
x1
x1
x1

Scenario Key

Algox Snowspeaker
Ancient Artillery
Ice Wraith
Metal Door 4
Pressure Plate 2
Control Console 3
Power Conduit 6
Rubble 5
Treasure 1

124 · FR — A Growing Problem

●●○ | Frosthaven | Design and writing: Travis Oates

Scenario Goals

The scenario is complete when all enemies in it are dead and one character is occupying the glowing orb. At the end of that round, read 110.1.

Scenario Effects

Each character gains twice.

Introduction

You clutch the amulet given to you by yourself, and close your eyes, allowing it to pull you into the stream of time and deposit you somewhere utterly foreign and bizarre. You are in a forest of ice, giant crystalline trees sprouting up all around you, sending their roots of frost through the snowy earth. Wandering the landscape, you eventually come to one of the largest trees you have ever seen, its gnarled trunk stretching high into the heavens. At its base is an opening just large enough for you to enter, and so, with some trepidation, you step through.

In an instant, your mind feels like it has been pulled inside out. You intuitively know that somehow existence itself is being stretched out, as if time and space were a rubber band. Glancing outside, you see the trees of ice around you are noticeably smaller, and the forest has changed considerably. You have been thrust back hundreds, maybe thousands, of years in time.

As you travel downward, deep into the frozen root system of the gargantuan tree, you see numerous skeletons on the ground, some of which have turned into naught but dust. Additionally, the roots themselves writhe and undulate, becoming longer and thicker before your eyes.

Time is being sped up. The rubber band is contracting, and time is moving accordingly. Fortunately, the magic of the amulet protects you from the accelerated time, unlike the skeletons strewn about the entrance. As even more of the crystalline roots above you start to tendril their way downward, you realize that soon, they will take up every available space. You'd better make haste while there's still a path to your goal, or this tree will become your tomb.

Special Rules

All ice spikes, snowdrifts, and snow rocks of any size in the scenario are unaffected by abilities and collectively represent ice clusters, which start as one hex of ice spikes.

At the end of each round, each ice cluster will grow one hex in the direction of its arrow depicted on the scenario map. Whenever any ice cluster first grows, move its ice spikes as directed and create one snowdrift in the hex the ice spikes exited. Whenever it grows subsequently, move both its ice spike and snowdrift as directed and place one snow rock in the hex the snowdrift exited, combining two snow rocks into one large snow rock when possible. Whenever any tile would move through a wall line, remove it from the map.

If an ice spike tile enters a hex occupied by a non-flying figure, the figure suffers hazardous terrain damage. Likewise, if an obstacle is placed in a hex occupied by a non-flying figure, the figure suffers hazardous terrain damage and is forced to move to the closest empty hex.

Whenever two ice clusters grow into each other, both their tiles share the same hex. In this way, a hex can be both hazardous and difficult terrain at the same time, but when it becomes an obstacle, the obstacle overrides all other features. If any ice spikes enter any non-cluster overlay tile, they instead destroy the tile.

Throughout the scenario, if you run out of tiles as the ice clusters grow, use suitable replacements or remove those that no longer affect the scenario.

Scenario Key

- Living Bones
- Living Spirit
- Snow Door 2
- Glowing Orb 1
- Ice Spikes 8
- Snowdrift 8
- Large Snow Rock 4
- Snow Rock 4

Loot

- x10
- x4
- x2
- x2
- x1
- x1

Section Links

When door 1 is opened, read 119.4.

Map Layout

125 · FR The Longest Second

●●○ | Frosthaven | Design and writing: Travis Oates

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 162.3.

Scenario Effects

Each character gains ◈ and ?◈.

Introduction

Once again, you empty your mind and let the temporal amulet transport you to a foreign, unknown place. One moment you are holding the amulet in your longhouse, and the next, you find yourself in a factory, surrounded by Quatryls that appear frozen in time. They just stand there, perfectly lifelike, but completely unmoving. What's particularly unnerving, however, is the look of panic seared into each of their faces.

This place must somehow be the opposite of the last. Instead of time moving quickly around you, it is moving incredibly slowly. You cautiously move farther into the facility, clutching the amulet even closer to you.

The entry hall is dimly lit and built of an industrial metal that looks similar to brass. A sonorous buzzing fills the air, thankfully there is no taste associated with this one. Ahead of you, the hallway splits into two separate paths, but one of them seems recently collapsed—or perhaps still in the process of collapsing. At the end of the other hall is a panel with the number "1" lit up in red glowing light.

When you move toward it, however, something springs to life. Metal creatures emerge from the factory walls and draw their weapons. These things are not undead, but you still recognize them as temporal guardians, unaffected by time.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read 158.4.

Map Layout

Scenario Key

- Robotic Boltshooter
- Ruined Machine
- Metal Door 2
- Trap 2
- Barrel 2
- Control Console 4
- Glowing Orb 1
- Treasure 1

Loot

- x9
- x2
- x4
- x2
- x1
- x1
- x1

126 · FR ■ Joseph the Lion

●●○ | Frosthaven | Design and writing: Efka Bladukas and Elaine Bladukienė

Scenario Goals

The scenario is complete when C+1 tokens have been delivered. At the end of that round, read **110.3**.

Introduction

"In hindsight, perhaps this wasn't one of my best ideas," says Joseph, seemingly to himself, as he paces in the snow. "When the people of Frosthaven told me that field was haunted and the least ideal location to set up an ice-cream stand, I dismissed it as local gibber gabber. Folklore. It was the cheapest plot of land available, and close to the main road leading to Frosthaven—full of traveling folk in need of a frosty snack."

Sadly, Joseph discovered that the folklore is less folklore and more fact. The field turned out to be rife with spirits and wraiths. Not to mention the recent infestation of snow imps.

"It's safe to say that the stand is a no go, but I still need to retrieve all the ice-cream. I poured my life savings into that merchandise!" Joseph's arms gesticulate wildly in the air, as if independent from his body. "I managed to recruit some local townsfolk—call them Joseph's helpers—to carry it back. Problem is, they're too scared to cross the field to reach the stand. This is where you come in. Cross the field, deal with the incorporeals and get the merchandise to my helpers. You'll have to smash the protective barricades I built. Oh, and do mind the traps. Don't know why I thought I could capture a specter. Another one of my... ideas, I guess."

Special Rules

Place one face-up numbered token in each (f). In addition, place one in (g) for three of four characters and one in (h) for four characters. These tokens represent Helpers, allies to you and enemies to all monsters. Each has (Lx2)+3 hit points and is immune to all conditions and forced movement. They do not act, but have an initiative of 50 for the purposes of focusing. If three Helpers die, the scenario is lost.

Each crate and barrel has L+1 hit points. They are enemies to you and allies to all monsters. Whenever any crate or barrel is destroyed, place one face-down numbered token in the hex it was destroyed in. These tokens can be looted as normal and then placed on the looting character's mat. Each character can only hold one token at any time and drops the token in the hex they occupy if they become exhausted.

Whenever any character carrying a token ends their turn adjacent to a Helper, the token is delivered and removed from the game, along with the Helper.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
1, 3	(a) and (c): One normal Snow Imp	(a), (c), and (e): One normal Snow Imp	(a) and (c): One normal Snow Imp (e): One elite Snow Imp
2, 4	(e): One normal Living Spirit	(b): One normal Living Spirit (d): One normal Snow Imp	(b) and (d): One normal Living Spirit
5, 7	(a): One elite Ice Wraith	(a): One elite Ice Wraith (c): One elite Snow Imp	(a) and (c): One elite Ice Wraith
6, 8, 10, 12	(b), (d), and (e): One normal Snow Imp	(b) and (d): One normal Snow Imp (e): One elite Snow Imp	(b), (d), and (e): One elite Snow Imp
9, 11	(a): One elite Ice Wraith (c): One normal Living Spirit	(a) and (c): One elite Ice Wraith	(a), (c), and (e): One elite Ice Wraith
13+	(a) and (c): One elite Ice Wraith	(a), (c), and (e): One elite Ice Wraith	(a), (b), (c), and (d): One elite Ice Wraith

Map Layout

– Continued on next page.

Scenario Key

- Ice Wraith
- Living Spirit
- Snow Imp
- Large Snow Corridor 3
- Snow Corridor 1
- Large Ice 2
- Trap 5
- Ice Pillar 3
- Supply Shelf 1
- Barrel 3
- Crate 2

Loot

- x5
- x3
- x3
- x2
- x1
- x2

127 · FR · Derelict Freighter

●○○ | Frosthaven | Design: Nikki Valens; Writing: Crystal Mazur

Scenario Goals

The scenario is complete when at least C crates have been looted and all characters have escaped. At the end of that round, read 190.2.

Introduction

You grip your weapon with resolve and then hop over the ship's railing, ready to face whatever horrors await. This ship represents both a threat to Frosthaven and a chance to retrieve valuable supplies. You will cleanse the undead and do what you can to better the outpost.

Special Rules

Each crate in the scenario can be looted via loot abilities, but not with end of turn looting. Any character can forgo a bottom action (discarding the card instead) to loot an adjacent crate. Place any looted crates on the looting character's mat. Each character can hold any number of crates.

You will receive more rewards at the end of the scenario for looting more crates.

Any character can spend 2 movement points when occupying stairs (a) to go below deck. No figure can teleport between unconnected map tiles.

All starting hexes are escape hexes.

Section Links

The first time any character goes below deck, read 153.1.

Map Layout

Scenario Key

- Ancient Artillery
- Frozen Corpse
- Ice Wraith
- Dungeon Corridor 1
- Stairs 4
- Barrel 2
- Barricade 1
- Crate 4
- Mast 1
- Supply Shelf 3
- Treasure 1

Loot

- x5
- x6
- x4
- x4
- x1

128 · FR — A Tall Drunken Tale

Frosthaven | Design and writing: Mathew G. Somers

Scenario Goals

The scenario is complete at the end of the ninth round. At the end of that round, read 196.3.

Scenario Effects

Each character gains twice and .

Introduction

The setting sun fades as you walk down into The Crater, knocking the snow from your boots. It's not especially crowded yet, but the regulars are already settling in. A Quatryl musician fiddles with a tune in the corner, and you see Nits and Narb, the two drunkards you "saved" along the road, wave you over to their table. You hesitate, but they are already heading for you instead and look to be accompanied by an individual with fiery red hair.

The two brothers call for a round and greet you like kin. You are almost inebriated just from the smell coming off them, and they're laughing so hard, you can't tell if they're dying. They introduce you to Derrick Windmere, who doesn't particularly look like he fits in with the pair, but also looks like he's had a few himself.

The brothers begin to tell Derrick how you saved them from certain death one time, and, even if you wanted to disagree, between the two of them, you couldn't get a word in edgewise.

It starts with how you were all traveling together, back when they did a little mercenary work, of course, and you were accosted by Abaeli, Lurkers, Algox, and Unfettered. Derrick questions the assortment with a chuckle, but Narb just says, "Exactly."

Mugs of ale are brought to the table, and Narb tells how he and his brother were worn out from a previous engagement and you managed to convince them, albeit after a fair amount of effort, to hang back and allow you to prove you were worthy of accompanying them.

"And then WHAM!" Nits slams his mug against the table, splashing ale everywhere, but effectively getting people's attention. "You see the toughest looking one of the party here, right? Well, before any of them truly had their bearings, those beasts bludgeoned that one good!"

"But don't worry," Narb assures Derrick. "That's just where things get interesting."

Special Rules

This scenario can only be played once and cannot be lost.

The character with the highest current hit point value reduces that value to 1.

Do not set up the Steel Automaton monster ability deck. Instead, all Steel Automatons use the Imp monster ability deck.

Whenever any Lurker Wavethrower would summon a Lightening Eel, it summons one Vermling Scout with a current hit point value of 1 instead. All Abael Scouts act before Vermling Scouts.

All doors are locked.

Shuffle the twelve numbered tokens face-down next to the map. At the start of each round reveal three tokens. These represent the embellishments for that round, which you are encouraged to complete. After revealing embellishments, any character may short rest before card selection.

All characters and character summons contribute collectively toward embellishments, and each can only be completed once per round. Place damage tokens next to the corresponding embellishment to help track any progress on it, if necessary. Whenever any embellishment is completed, place one damage token above the round track instead.

The embellishments are as follows:

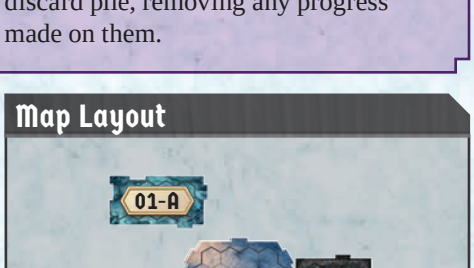
1. Loot exactly C loot tokens.
2. Perform C or more basic actions.
3. Suffer damage from C or fewer attacks.
4. Spend Cx3 or more movement points.
5. Perform exactly Cx2 attacks.
6. Use C or more items.
7. Kill exactly C enemies.
8. Give C or more negative conditions.
9. Perform C or more heal abilities.
10. All characters short rest.
11. Perform C or more actions with lost icons.
12. Earn Cx2 or more XP.

At the end of each round, place all three revealed embellishments in a separate discard pile, removing any progress made on them.

Section Links

At the start of the second round, read 170.1.
The first time any character becomes exhausted, bookmark your current section and read 135.3.

Map Layout



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Scenario Key

- Abael Scout
- Lurker Wavethrower
- Snow Imp
- Steel Automaton
- Vermling Scout
- Snow Door 4
- Snow Corridor 1
- Huge Water 2
- Large Water 4
- Snow Rock 3
- Tree 1
- Treasure 1

Loot

- x2
- x3
- x1
- x8
- x1
- x2
- x1

129 • J9 ■ How to Lay an Ambush

●●● Copperneck Mountains

Design and writing: Mathew G. Somers

– Continued on next page.

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 150.4.

Introduction

Hardly a midday jaunt, the value of a gem is starting to make much more sense. It's cold, and even over the howling wind up here in the Coppernecks, you can still hear the clattering of the containers Derrick gave you to protect the sun agates. Although the noise is a nuisance, looking over the other mercenaries hired to accompany you, the only one you trust is yourself. Anyone with a weapon can try to earn their keep or to earn yours, but have these lot even seen real combat?

"This is the spot," one of Derrick's mercenaries stands before a small ravine. "The Algox will come through here with their loot, and we just gotta take it from 'em."

The mercenary laughs and then scratches his head. "So, uh, how do you want to approach it?" This lot is green, but maybe—just maybe—they won't get themselves killed. You begin to set up the ambush.

Special Rules

Before the scenario begins, each character must discard four cards from their hand. You then collectively have 15 activity points (AP) to spend on the following activities:

2AP: One character performs one action with a persistent ability on any card they discarded instead of discarding it. (Limit once per character.)
2AP: Create one log in any two empty hexes with at least one hex adjacent to a tree.
1AP: Relocate one log to any two empty revealed hexes.
1AP: Replace one log with two damage traps.
1AP: Create one ice tile on any empty revealed hex.
1AP: Replace one ice tile with one ice spikes tile.
1AP: Create one snowdrift on any empty revealed hex.

Each activity may be performed more than once, but tiles are limited to the counts in the scenario key.

All doors are locked. Door 1 will open after all AP is spent, and the enemies behind it will perform 9 toward a. Then door 2 will open and the scenario will start as normal.

Spawn 6-C elite City Guards at any empty starting hexes. They are allies to you and enemies to all other monster types. All City Guards use Archer monster ability cards instead of their own.

Section Links

After spending all AP, read 156.4.

Map Layout

Scenario Key

Loot

- x10
- x4
- x2
- x2
- x1
- x1

130 · H8 And Then, a Stream

●●● Whitefire Woods

Design and writing: Mathew G. Somers

Scenario Goals

The scenario is complete when all characters have escaped and are collectively carrying at least 2xC numbered tokens. At the end of that round, read 129.1.

Scenario Effects

Each character gains .

Introduction

A light snow begins to fall as you trek westward. In the distance, you watch the setting sun paint the clouds a golden purple, and tiny billows of smoke rise from where Frosthaven sits on the horizon. You figure you'll make a fair amount of money off these gems, but Derrick's talk of a militia coming in to push the Algox out of the mine gives you pause. It's one thing to fight for your own survival against the Algox, but this feels like something else.

As you ponder the implications, you spot a large flock of ravens overhead and your thoughts turn toward more immediate survival. After all, where there are ravens, there could be –

In the middle of your thought, the terrain beneath your feet suddenly collapses, sending you tumbling down. You fight to find your footing, but it's of no use. The containers of gems scatter everywhere as you land with a hard thud.

Still attempting to differentiate the ground from the sky, you watch the birds coalesce around a shadow-like figure—shrike fiends. You wonder what they're doing in the Coppernecks, but it ultimately doesn't much matter. You'll need to gather the containers and fight your way through them either way. The more you gather, the more handsomely you will be rewarded.

Special Rules

If any non-flying character enters a water hex without an ice tile, they suffer hazardous terrain damage.

All ice tiles (d) are treated as corridors but are not considered featureless. They are placed on water tiles but do not replace them.

At the start of each round, place one new ice tile in each (b) (if able) and treat them as ice tiles (d). Then each ice tile (d), in left-to-right order, moves one, two, or three hexes directly left, as chosen by you. All ice tiles in the same row must move the same number of hexes, and each row must move a different amount.

Whenever any ice tile moves, it moves any non-flying characters, non-flying character summons, and tokens in its hex along with it. Any character or character summon can move through monsters in this way. If any ice tile would end its movement in an occupied hex, it instead continues moving in the same direction until it enters an unoccupied hex. Whenever any ice tile would exit any (c), remove it and any tokens on it from the map. Any non-flying characters or character summons occupying it are forced to move to the closest empty hex and suffer trap damage. Whenever any ice tile enters a hex occupied by any non-flying character or character summon, the figure suffers trap damage. All monsters are unaffected by these ice tiles.

Place one numbered token in each corresponding hex (1) through (12) in ascending order for each gem noted at the end of How to Lay an Ambush (129). These tokens may be looted as normal by characters and then placed on their character mat. Each character can carry any number of tokens, but each character adds -1 to each of their move abilities for each token they are carrying after the first. All characters may also drop any number of tokens they are carrying into the hex they occupy at any time during their turn (including during movement).

Whenever any character suffers damage while carrying tokens, they must immediately place one of those tokens in an adjacent hex, prioritizing water or ice tiles closest to (c). At the start of each round, any tokens on water hexes move directly left the same number of hexes as the ice tiles in their row and are also removed from the map upon exiting (c).

Each (a) is an escape hex. If any character becomes exhausted or there are not enough numbered tokens to complete the scenario, the scenario is lost.

Section Links

At the start of the fifth round, read 173.2.

Map Layout

– *Continued on next page.*

130 cont. · And Then, a Stream

Scenario Key

- Frozen Corpse
- Lightning Eel
- Shrike Fiend
- Large Snow Corridor 2
- Snow Corridor 3
- Ice 10
- Huge Water 2
- Large Water 4
- Water 10
- Snow Rock 3
- Tree 3
- Treasure 1

Loot

- x6
- x5
- x2
- x3
- x2
- x1
- x1

131 · K2 The Dancing Iceberg

●●● | Biting Sea | Design and writing: Dennis “Themris” Vögele

Map Layout

15-A

Loot

-

Scenario Key

- Lurker Clawcrusher
- Lurker Mindsnipper
- Lurker Soldier
- Lurker Wavethrower
- Snow Rock 4

– Continued on next page.

Scenario Goals

The scenario is complete when the Lurker Conductor is dead. At the end of that round, read 5.2.

Introduction

You make your way to the ice shelf that you think may lead to the peninsula in the Lurker's visions, but this turns out to be a tougher trek than expected. The end of the peninsula narrows to an icy bridge. Despite seeing the ocean far below, you carefully press on until the frozen cliff widens into a large plateau.

Peering through the fog, you encounter one of the most bizarre sights you have ever laid eyes on: dozens of Lurkers dancing in unison, rhythmically swaying and clicking their claws. You approach them, deafened by cacophonous clacking, and get a closer look. The dancing crustaceans all face a colossal Lurker who does not seem to be dancing. Instead, she is preoccupied with elaborate claw movements like some sort of conductor. At her feet, you see a beautiful spiral seashell, and you realize that the clicking and clacking is not the only noise; a mesmerizing melody emanates from the shell.

Could this conductor be controlling the other Lurkers with this tune? The more you focus on the seashell and its melody, the more it grips you, consuming your every thought. You must have it! You leap forward, grasping at it with abandon.

Upon picking it up, you are immediately interrupted by a deafening cracking noise and what feels like an earthquake. The bang knocks you out of your stupor in an instant. You tumble to the ground, dropping the seashell into a crack in the iceberg. The melody fades as large pieces of ice break off from the platform, throwing the many Lurkers into the depths. What was once a peninsula is now a floating iceberg!

As you collect your thoughts and find your footing on the slippery surface, you realize the iceberg is slowly tilting. You scramble to the high side of the iceberg, forcing it to slowly lean back into even footing. Once you manage to balance your weight, the iceberg finally stops tilting.

Just when you think the worst is behind you, Lurkers begin climbing back onto the iceberg. They are rather displeased with your rude interruption.

Special Rules

Whenever any monster dies, instead of a loot token, it drops one numbered token. Likewise, whenever any character becomes exhausted, place one of their character tokens in the hex they occupied. Both these tokens represent bodies. Their hexes are treated as occupied, and each hex can only contain one body. All figures can move through bodies.

Whenever any character ends their turn, and during any of their move abilities, they may perform "1, 1 adjacent body" any number of times. Bodies can only be pushed into unoccupied non-obstacle hexes or off the map.

Place two damage tokens next to both the left and right sides of the map. These tokens represent the relative height of each side of the iceberg.

At the end of each round, perform the following steps:

1. Calculate the weight on the left and right halves of the map. Each monster, body, obstacle, and character has a weight of 1. Each character summon has a weight of 0.5. Any figures, bodies, or obstacles occupying the three hexes along the center vertical line of the map do not contribute any weight.

2. If the weight on one half is at least 1 greater than the other, move one damage token from the heavier half to the lighter half.

3. If there are two damage tokens next to each side of the map, the iceberg is level and nothing happens. If one side has one damage token and the other has three, all figures, bodies, and overlay tiles are simultaneously forced to move one hex in the direction of the side with one token. If all four damage tokens are next to one side, the iceberg topples over and the scenario is lost.

There are no walls. Whenever any figure, body, or overlay tile would be forced to enter a border hex, it instead falls off the iceberg. If any non-flying character summon, monster body, or overlay tile falls off, it is permanently removed from the map. If any flying character, flying character summon, or monster falls off, it is removed from the map until the following round. In addition, monsters that fall off suffer 1 and lose all conditions. If any non-flying character or character body falls off, the scenario is lost.

At the start of each round, before any monsters spawn, place any flying characters, flying character summons, and monsters that fell of the iceberg (if not dead) in empty hexes closest to the last hex they occupied.

Lurker Wavethrowers add +1 to all their attacks and do not summon Lightning Eels. Instead, whenever *Aid from Below* is performed, all Lurker Wavethrowers perform: "+1, 4; to the leftmost empty hex if it is an odd round or rightmost if it is even. If there are several valid hexes to teleport to, choose the hex furthest away from any character."

Section Links

At the start of the third round, read 120.2.

132 · Q6 Temple of Feline Power

●●○ | Imperial Mountains | Design and writing: Tom Heath and Rachel Jackson

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **148.3**.

Scenario Effects

Each character suffers 2 and gains .

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When all revealed enemies are dead, read **171.1**.

Map Layout

Scenario Key

- Frost Demon
- Frozen Corpse
- Ice Wraith
- Snow Imp
- Dungeon Door 1
- Dungeon Corridor 1
- Trap 4
- Ice 8
- Altar 1

Loot

- x12
- x2
- x2
- x2
- x1
- x1

Introduction

You spend days following the map over narrow, treacherous paths and thunderous avalanches, but it seems it has gotten you nowhere. According to the markers, the idol should be somewhere around here, but—

Your companion ahead of you on the path suddenly falls through a crack in the mountain. You rush forward and look down, but see only darkness. You are contemplating what to do when the thought occurs to you: just jump in. It's reckless and foolish, yet, the next thing you know, there you go, jumping straight into the darkness, as if compelled by some unknown force.

Luckily, the fall isn't fatal. You slide down an incline into a soft pile of snow. But the cold in here is somehow more severe than it was in the blizzard outside, and looking up, you can no longer see the gap you fell through.

You feel along the frozen walls and find torch sconces, which strangely begin to roar with flames at your tentative touch. Before you is... well, ice. But behind that ice you can just barely make out ornate golden patterns and various valuables glimmering beyond your reach. Perhaps Mulbrynn's map was worth the time and trouble after all.

133 · P6 Bolt

●●○ Imperial Mountains | Design and writing: Tom Heath and Rachel Jackson

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **168.5**.

Introduction

"I do apologize for the deception, friends", Mulbrynn intones, eyes fixed on the golden idol you are offering to him. "All the fools I managed to force up here before turned tail as soon as they were near the temple. The idol knew I was coming for it and countered my glamours. I realized I would have to come up here myself. If you want something done right and all that."

His gnarled hands reach out to the statue, and instantly grow younger as they approach its glow. As soon as he is about to touch it, however, there is a flash and what can only be described as an explosive purr from the idol. The old traitor is knocked away against the cavern wall.

"You use these fools to protect yourself?" He shouts to the idol. "We'll see how far you can get without them!"

As you think about the possibility that this man could well be shouting at a cat-shaped lump of gold, Mulbrynn mutters to himself and fires a bolt of dark energy at it. The idol glows and resists it at first, but he focuses his power, and there is a booming whipcrack. The bolt is reflected back at Mulbrynn, sending his broken body through the cavern wall, collapsing it on top of him.

In the wall's place, there is now an enormous steel door surrounded by cogs of assorted sizes. And in your hand, you see the idol is now cracked, oozing light and strength. Another rumble reminds you that this place won't be standing for long. You need to find a way through the door, and the commotion has drawn enemies out of the darkness.

Special Rules

Doors 3 are locked. If any character becomes exhausted, the scenario is lost.

Place one numbered token on any character's mat. This represents the feline idol. Any character with the idol may freely pass it to an adjacent character before or after performing any ability. The character with the idol adds +1 to all their move abilities and gains advantage on all their attacks.

Section Links

When door 1 is opened, read **173.3**.
When door 2 is opened, read **186.1**.
When all characters are occupying pressure plates, read **124.2**.

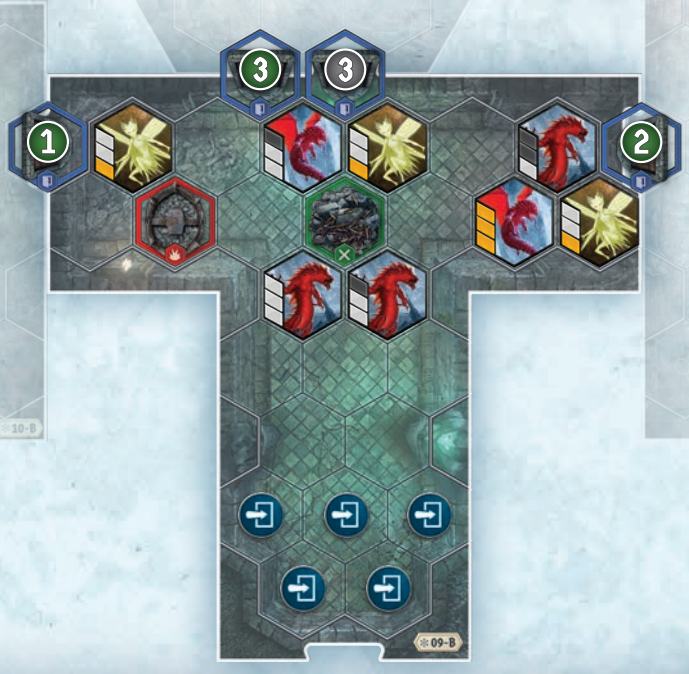
Map Layout

Scenario Key

- Forest Imp
- Polar Bear
- Rending Drake
- Spitting Drake
- Dungeon Door 4
- Pressure Plate 4
- Trap 5
- Debris 5
- Snow Rock 2
- Treasure 1

Loot

- x7
- x3
- x3
- x3
- x1
- x2
- x1



Tower of Knowledge

●●● Radiant Forest

Design and writing: Lisa Smedman

Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read **153.3**.

Introduction

Deciding it is time to recover this Tome of Conflict, you set out for the Radiant Forest. As you make your way through the woods toward the spot on the map, you can't help but think back to how Eddica said it wasn't on any recent surveys. You would think that you'd be able to spot a giant tower sticking up out of the trees.

And then you see it. In a matter of a few steps, the once-invisible tower shimmers into view, looming perilously over you. Craning your neck, you peer upward, spotting four balconies that ring the top floor of the tower.

You force open a metal door at the base of the tower and find that the inside is hollow, save for a rusted spiral staircase that leads to a trap door. As you climb, the ancient metal creaks and shudders. Fortunately, it holds.

You reach the top and push open the trap door. Clambering through it, you find yourself in the center of an X-shaped room with doors at the far ends of each wing. You also notice dangerous machines hunkering in the shadows, but they seem inert.

In front of you is an altar, but it holds nothing. When you go to inspect it more closely, the trap door suddenly slams shut, and you hear the sound of bolts locking it in place. You tug on it, but it doesn't budge. And then, the entire tower begins to tilt back and forth, sending you staggering sideways.

Special Rules

At the end of each odd round, all characters and character summons are simultaneously forced to move one hex to the top (toward 1-G or 1-D), while at the end of each even round, they are forced to move one hex to the bottom (toward 1-B or 1-E).

Whenever any character enters any pressure plate (a) or (b) in the scenario, it is triggered. When both pressure plates (a) have been triggered, characters and character summons are no longer forced to move at the end of each even round. Likewise, when both pressure plates (b) have been triggered, they are no longer forced to move at the end of each odd round.

Both rooms beyond doors (1) and (2) are considered neighboring balconies, as are those beyond doors (3) and (4). Any figure can jump between neighboring balconies, revealing the map tile if it was unrevealed. Any figure on a balcony can also target hexes on the neighboring balcony, as if there were no wall lines between them.

Each barrel and crate has 3 hit points. They are enemies to you and allies to all monsters. Whenever any barrel or crate is destroyed, all figures occupying or adjacent to the hex it occupied gain ◆. In addition, any figure can be forced to enter the hex of a barrel or crate, in which case, the barrel or crate is destroyed.

Section Links

When door (1) is opened or tile 1-G is revealed, read **33.3**.
When door (2) is opened or tile 1-D is revealed, read **147.4**.
When door (3) is opened or tile 1-B is revealed, read **128.1**.
When door (4) is opened or tile 1-E is revealed, read **44.3**.
The first time each pressure plate (a) is triggered, read **11.6**.
The first time each pressure plate (b) is triggered, read **30.5**.
When all pressure plates have been triggered, read **154.4**.

Map Layout

– *Continued on next page.*

Scenario Key

- Flaming Bladespinner
- Robotic Boltshooter
- Ruined Machine
- Shrike Fiend
- Steel Automaton
- Metal Door 4
- Large Metal Corridor 1
- Metal Corridor 1
- Pressure Plate 4
- Altar 1
- Nest 4
- Crate 4
- Barrel 2
- Treasure 1

Loot

- x10
- x2
- x4
- x2
- x1
- x1

135 · 04 Belara's Keep

Design: Ryan Haswell; Writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when Belara is dead and the goal treasure tile has been looted. At the end of that round, read **134.1**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

"Belara's prison is unique." Eddica's advisement echoes in your thoughts as you head out northwest of Frosthaven in search of the place. "To keep the Savvas from regaining its powers, the High Council separated the logical side of its mind from the emotional. But it's more than that. Belara's entire existence had to be separated as well. So the prison it is kept in exists on two different but connected planes: one of icy reason, and one of chaotic emotion."

You stand in the place marked on the map, and utter the incantation provided to you by Eddica. Out of the snow, a crumbling stone fortress materializes.

"Just because Belara had it's mind cleaved," you remember Eddica saying, "that doesn't mean it is not still incredibly dangerous. Be careful." You step inside, but not all of you step into the *same* inside.

– Continued on next page.

Special Rules

No more than half the characters (rounded up) can start the scenario in the same room.

Tiles 12-B and 4-A are the Plane of Reason. All figures occupying them gain 1. Tiles 7-E and 6-B are the Plane of Emotion. All figures occupying them add +1 to all their attacks. No figure can teleport between planes. If at least one character is not occupying each plane at the end of each round, the scenario is lost.

All hexes a and b are convergence points present on both planes. Whenever any character occupies a convergence point, they simultaneously occupy the corresponding hex on the other plane and gain the bonuses of both planes. All characters can use convergence points in this way to move between planes. If any other figure occupies a convergence point, it has no effect except that the corresponding hex is treated as occupied for the purposes of movement.

Both doors 1 are locked.

Section Links

The first time both pressure plates c are occupied by characters, read 87.2.

Map Layout

Scenario Key

- Earth Demon
- Flame Demon
- Rending Drake
- Savvas Lavaflow
- Sun Demon
- Cave Door 1
- Dungeon Door 1
- Metal Door 2
- Pressure Plate 4
- Trap 4
- Bookshelf 3
- Snow Rock 5
- Treasure 1

Loot

- x7
- x4
- x4
- x2
- x1
- x1
- x1

136 · I2 Abandoned Hideout

●●○ Biting Sea

Design and writing: Dusty Everman

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **11.3**.

Introduction

The hidden entrance at the base of the rocky cliffs is exactly where the Vermling barkeep said it would be. The sound of the crashing waves behind you masks the noise you make while clearing out the brambles and debris obscuring the small cave opening. Beyond, a curved stairway leads down to a stone landing at the edge of a water-filled cavern. A subterranean river flows deeper into the cave past vile clouds of noxious fumes. You see two old log rafts moored to the landing. Echoing sounds of splashing water and chittering from the darkness suggest that this hideout isn't as abandoned as you had hoped.

Special Rules

All non-corridor hexes on tiles 16-B and 11-B are treated as water (difficult terrain). They are still treated as empty when unoccupied and free of overlay tiles.

Any character occupying either hex of either boat (a) or (b) may forego a bottom action (discarding the card instead) to move the hex of the boat they occupy up two hexes, along with themselves. For each hex one boat hex moves, the other boat hex enters the hex the first one exited, along with anything on it. No boat can enter an occupied hex, corridor (except (1)), or obstacle, but they can enter traps, springing them and either applying their effects to any figure occupying that boat hex or springing them for no effect if the hex is unoccupied. Figures on boats suffer damage when entering hazardous terrain as normal.

Once a boat is moved by any character at least once, it will then move on its own. At the start of each round, each previously moved boat moves two hexes, focusing on moving toward and opening door (1). Boat (a) moves before boat (b).

Loot

- x8
- x4
- x4
- x1
- x1

Section Links

When door (1) is opened, read **170.2**.

Map Layout

Scenario Key

- Lightning Eel
- Living Bones
- Living Spirit
- Lurker Wavethrower
- Piranha Pig
- Cave Door 1
- Dungeon Door 1
- Large Cave Corridor 2
- Large Metal Corridor 3
- Trap 6
- Barrel 2
- Bookshelf 1
- Treasure 1

137 · D3 Pirate Queen's Haul

Biting Sea

Design: Nikki Valens; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **138.3**.

Scenario Effects

Each character adds two -1 cards to their attack modifier deck.

Introduction

Who knew Frosthaven's shores were host to a dread Pirate Queen? That's the question Captain Doghogger keeps voicing after you and Dinah enlist him to sail you out to the X marked on the map. He tries on different inflections, as if he will be recounting this story in the Boiled Crab later. Dinah looks ready to make him walk the plank. Luckily, her murderous tendencies are curbed when she spots her quarry, a seemingly unremarkable cliff face.

Given the treacherous rocks, Captain Doghogger can't sail any closer. Dinah commands him to anchor while you take a dinghy. At her imperiousness, the Captain gives her a side-eye, but she side-eyes him right back, and eventually, the battle tips in her favor. He anchors. With Dinah at the prow in the dinghy, you row to the cliff face.

"Keep rowing," she says, eyes glittering, and nervously, you do so, until a wave slams you into the stark cliff. Or rather, it doesn't, and suddenly, you are beyond the rock. It was an illusion. You are plunged into the darkness of a hidden sea cave. Long minutes pass, the tide rolling you forward until the dinghy jolts. You've hit land.

Your torches reveal an ice-sculpted cavern. Deep in its crooked passageways, you sense flitting motions and irascible noises, monsters disturbed by your presence. With a smile as cold as your surroundings, Dinah unsheathes her blade. "Time to prove your mettle, mercenaries."

Section Links

When door 1 is opened, read **191.2**.

Map Layout

Scenario Key

- Ancient Artillery
- Flaming Bladespinner
- Forest Imp
- Piranha Pig
- Polar Bear
- Robotic Boltshooter
- Cave Door 2
- Dungeon Corridor 1
- Ice 1
- Large Ice 4
- Trap 5
- Water 9
- Barrel 2
- Barricade 2
- Crate 2
- Ice Pillar 2
- Large Ice Crystal 1
- Mast 1
- Stalagmites 6

Loot

- x12
- x4
- x4
- x4
- x1